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MORTAL KOMBAT®

DEADLY ALLIANCE

OFFICIAL STRATEGY GUIDE

BY BEN CURETON AND PAUL EDWARDS

This book is based on a Mature Rated Game

MATURE M CONTENT RATED BY ESRB

MIDWAY

Covers the PlayStation® 2 Computer Entertainment System, Nintendo GameCube™, and Microsoft Xbox™

MORTAL KOMBAT
DEADLY ALLIANCE
Official Strategy Guide

BY BEN CURETON AND PAUL EDWARDS

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How to Use This Guide

This guide has a few different sections for you to look through when playing ***Mortal Kombat: Deadly Alliance (MKDA)***. The only one that really needs explanation is the Karacter section. Take a moment to peruse these pages to get an idea about how better to use the information provided.

THE COMMANDS

MKDA distinguishes itself by using an entirely new battle system. There are no longer buttons assigned to specific punches or kicks. The kombat in ***MKDA*** is more abstract and requires you to be more attentive to what you're planning to do. Each move counts in Mortal Kombat and the commands are the key to understanding the moves.

The kombos in this guide are much like algebraic equations. Yes, it sounds daunting, but this note will clear it all up for you. Quite often you'll notice that a string of commands will contain both directions and attack commands. However, the golden rule to remember is that the plus sign (+) always takes precedence! Here's the example:

1 2 ↓ + 3 4

To successfully pull off this maneuver, enter the commands in the following order: Attack 1, Attack 2, AND THEN Down + Attack 3 TOGETHER, and finish with Attack 4. Remember, if you see a direction and a plus sign in a sequence that they should always be considered a single move!

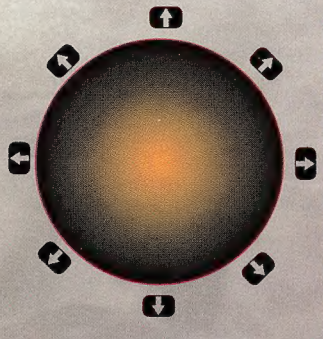
THE ATTACKS 1 2 3 4

Each one of the above commands represents a button on your controller. If you wish to reassign the commands to different buttons, go ahead. The move lists will still be accurate.

These are your main attacks: Attack 1, Attack 2, Attack 3, and Attack 4. During the game, you'll be required to focus on kombos that have a bunch of attack and direction commands in a string. (See *Kombo* in the Glossary)

THE DIRECTIONS

The most important rule about the Karacter section is to imagine that your fighter is always facing to the right. The following table is a translation of what each button actually means for gameplay.



COMMAND	TRANSLATION
↑	Up
↗	Up & Forward
→	Forward
↘	Down & Forward
↓	Down
↙	Down & Back
←	Back
↖	Up & Back

If you have any problems pulling off a move from the guide, make sure that you're facing the correct way before trying it again. Or, you could simply reverse all of the horizontal directions, but it's easier just to jump over your opponent and give it another shot.

For those of you that aren't familiar with fighting games, there are times when a command will be ↓ + 1. This means that you should simultaneously press **Down** on the control pad and press the **Attack 1** button.

MKDA won't ask you to input diagonals for attack commands, but they're useful for blocking and jumping.

CHANGE STYLE CS

One of the most unique concepts in the game, the ability to Change Styles allows a player to add a multitude of different attacks to their game while maintaining a balance between the characters. If a character were allowed to simply have all of the moves within a single style, it would not only be much more difficult to pull off, but it would also give the advantage to some characters regardless of the skill of the player. Oh yeah, it looks incredible too!

The most effective utilization of the Change Style command is when it's used in a kombo allowing multiple styles to be added to a single string of moves. When you see this command pop up in a kombo or during a string of commands, it should be treated just like any other command. Whether the string is 1 2 3 or 1 SM 3 is irrelevant. At times, you may need to learn how to time the inclusion of the Change Style command in certain kombos. The best method for mastering the kombos is to repeatedly do them over and over, but the Konquest Mode in ***MKDA*** is a great way to start.

SPECIAL MOVE SM

This is a generic button that is "context sensitive" for each character. There are many different abilities that are assigned to this one button. At times, it's for a throw, impalement, a power-up, or something else entirely.

Some characters have the same type of Special Move, but each character has three styles of martial arts at which they're proficient and sometimes a change in style is a change of the Special Move.

Special Moves can be used in, and are sometimes most effective in, kombos or as the final punctuation on a kombo that will give that extra damage. Whatever the case may be, learn about each character's Special Moves and when to use them to give you the best advantage.

BLOCK BL

A key feature in all good fighting games, the ability to Block an opponent's attacks gives players a chance to defend and retaliate instead of simply running away from an opponent's onslaught. Again, the Block command is assigned to a button; it's not simply enabled by backing away from an opponent. One must consciously remember to press the button to ensure that the Block is set.

Another thing to keep in mind is that one must decide whether to Block high or low. Some attacks hit in the mid to high range and should be blocked accordingly. Some of the most effective mix-ups initiators are the lower attacks. (See *Mix-Ups* in the Glossary) Most times, the combination of both low and high attacks is something that will give you an advantage over other players.

As a side note, keep an eye on characters while they're blocking a string of an opponent's attacks. Most characters will change their stance and react to the attacks being thrown against them. No, it has no effect on gameplay, but it adds to the player satisfaction level–and definitely the cool factor.

1 BIOGRAPHY

We've taken the current biographies of the characters from the game and compiled them all in one section.

2 SPECIAL MOVES

All of the character's special moves are listed. There's one thing to remember about most special moves: they can be used across the different styles. For the most part, you don't need to be in a certain style to pull them off.

3 MOVE LIST

The full Move List for each character is compiled on a single page for easy reference.

4 NOTES

Certain attacks have special properties that need to be taken into account. There's a separate column in the Move List for each character to detail the properties of each move.

Two properties that you'll see often are the *Juggle* (sometimes referred to as a Launch) and a *Knockdown*. However, at times there are other Notes for moves that are explained beneath the appropriate table.

JUGGLE (LAUNCH)

A Juggle is a move that will knock your opponent into the air, leaving them totally defenseless for follow up attacks. Some Juggles can be used in sequence to continually keep an opponent in the air, but ***MKDA*** only allows three Juggles to prohibit the infamous "Infinite" kombos.

KNOCKDOWN

Although this is self-explanatory, the Knockdown is the perfect move to give you a bit of time to recover or Power-Up before the opponent has a chance to attack again.

5 FATALITY

The mechanic that made the words "Finish Him!" famous throughout the gaming community, the Fatality is one of the most anticipated elements of ***MKDA***! This guide has the fatality for each character and a few screenshots to give you a glimpse at just what'll happen when you pull one off.

A few notes about the fatalities in ***MKDA***. You'll have to enter the Fatality phase after you hear the words "Finish Him/Her!" Simply tap the CS (Change Style) button once and you'll enter the Fatality phase. (This can only be attempted in Arcade Mode.) Once you're in the Fatality Phase, enter the appropriate command string and you'll be in for a visual treat.

Some Fatalities will need to be at a certain distance in order to pull them off. Check the Fatality to see where you need to be before trying one.

6 SPECIAL CIRCUMSTANCES

Some kombos have special requirements in order to pull them off. These will be illustrated with a parenthetical notation somewhere in the kombo. Whether it's at the beginning or in the middle, look for these notes to make the kombos we've created work for you.

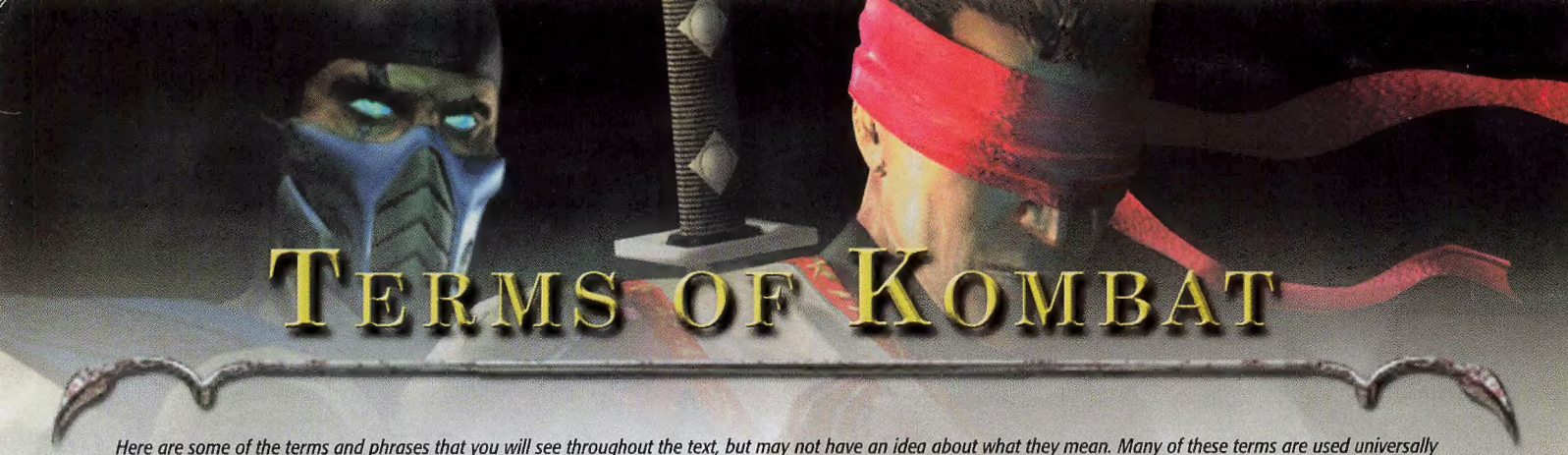
SPECIAL NOTE	EXPLANATION
Back to Wall	YOU should have your character's back to the wall, NOT your opponent's back
Close	Really close to your opponent - almost on top of them
Far	Sweep range or farther
Impale	Impale your opponent with your characters weapon
Near Wall	Have your opponent's back near the wall, but not all the way up to it
Walk Up	A move that you will need to execute will push your opponent away and you'll need to walk up to your opponent to continue the kombo
Wall	Have your opponent's back to the wall - literally
Whiff	Miss the move and continue with the next

7 STRATEGY

Each character has specific strengths and weaknesses. Knowing them is the best way to be successful with any given character. Our authors have created character-specific strategy that will give you the edge you need to be devastating with any character that you choose. Pay close attention to the style-specific segments in the strategy section for each character.

8 HISTORY

Some characters have a long history with this franchise while others are brand new. The new characters won't have this section at all, but those that have made an appearance in a previous Mortal Kombat game will have their game-specific storyline written here.



Terms of Kombat

Here are some of the terms and phrases that you will see throughout the text, but may not have an idea about what they mean. Many of these terms are used universally with other fighting games, but many of them have tweaks or minor differences in Mortal Kombat: Deadly Alliance (MKDA). Skim through this section if you hit a term or phrase elsewhere in the guide that you don't know, or have never heard.

Some terms are defined here and then expounded upon in the Kombat Basics section of the guide. These entries are all notated and will have more information that section.

BACK-DASH

This is the only dash in the game. A dash is a quick move directly away from the enemy to give you some distance to relaunch an offensive assault or stay out of range of your opponent's close range attacks. Double tapping ← on the control pad will cause you to dash back. (See Kombat Basics section)

BLOCK DAMAGE

Also referred to as "Tick Damage," Block Damage occurs anytime you block an attack and receive a small amount of damage instead of the normal, full amount for that attack. In *MKDA*, you can wear an opponent down or even win a match via Tick Damage.

CHEAP

This term describes a strike that "should have" missed and connected instead. At times, winning by Tick Damage can also be described this way.

CHEESE VICTORY

To many players, it's as much about the art of the fighting game as it is about the fight itself. A Cheese Victory, or Cheese Win, is one that lacks that style. Continually using pokes or sweeps will often force others to use this term. However, to many people a victory is a victory regardless of how it was achieved.

CLOSED STANCE

When two martial artists square off and begin a match, they offer the oppnent as few targets as possible by turning their side to face the opponent instead of the entire front of their body. In this stance, when the two fighters lead with the same side of the body (right or left) and have the fronts of their bodies facing in opposite directions, they are in Closed Stance. This stance offers more protection than the Open Stance and is the one seen most often in martial arts competitions.

COMBO

A sequence of moves that cannot be blocked if the first attack connects cleanly. Once the first strike hits, your opponent will be forced to take the rest of the damage as long as you continue to connect with strikes. The following combo for Sub-Zero is an example of this.

SM CS CS 1 2 ← + 2 CS ↓ + 2 1 2 CS

It incorporates his *Neijin* (Dragon SM), an *Iron Horse* (Shotokan 1 2 ← + 2), an *Uppercut* (Dragon ↓ + 2), and an *Ice Maker* (Dragon 1 2 CS). As you can see, there's a Special Move, two Combo Chains, a regular move, and a few stance changes in there. (See Kombat Basics section)

COMBO CHAIN

This term is meant as an "auto-combo" or "pre-programmed" combo in the game. These can all be performed by correctly entering a predetermined sequence of commands. Kenshi's *Nightfall* (Tai Chi 2 2 2 CS 1 3) is a good example.

FATALITY

After defeating an opponent in Arcade Mode or Versus Mode you'll have the opportunity to kill your opponent through the most gruesome of means. Fatalities are the ultimate punctuation marks on a character's victory over another.

"FINISH HIM" OR "FINISH HER"

This is the prompt for you to execute your character's Fatality. These words were made famous by this franchise.

FLAWLESS VICTORY

A perfect match. Defeating an opponent without taking a single bit of damage. This is the best kind of victory to have.

INTERRUPT

This is a technique that will Interrupt an opponent's chain combo or move and allow you to continue attacking. (See Kombat Basics section)

JUGGLE

In many fighting games, there's a difference between a *Juggle* and a *Launch*, but in *MKDA*, a juggle refers to both the strike that lifts an opponent off of the ground rendering them helpless and the successive attacks that one may receive during their time in the air. The term *Juggle* originally meant to keep an opponent off of the ground with repeated strikes so that they wouldn't be able to regain a defensive stance–hence the choice of wording.

LAUNCH

In the Strategy sections of the guide, the term *Launch* refers to the strike or move that forces an opponent to be tossed into the air. In *MKDA*, the term is interchangeable with the term *Juggle*. See Juggle.

MIX-UP

Repeatedly using an attack (most commonly a low attack) to train your foe to block at that height. Once you've done this, you quickly switch and hit them with an attack at a different height (often a juggling attack) to begin a chain combo on them while they're defenseless.

OPEN STANCE

In martial arts, the Open Stance is when both fighters are toe to toe and facing the same way. Each fighter offers the fewest amount of targets to the opponent by offering their side instead of coming head on. The Open Stance traditionally offers less protection than the Closed Stance, but often occurs if one fighter is right-handed and the other is left-handed, or if one fighter wants to throw the other off of their game.

POKE

This is just like a jab, but it can be a kick or a punch. A Poke is an extremely quick attack that has almost no recovery time. (See Kombat Basics section)

PUNISH

To Retaliate with the most damaging attack or combo available at that time. See Retaliate.

RECOVERY

This refers to the amount of time that it takes before you can perform another attack after the previous one missed completely or was blocked. A short recovery time would be beneficial whereas a long recovery time would leave you open to attack for an extended period of time. Watch out, a long recovery time can spell disaster if you're caught in a situation where an opponent can punish you for your mistake. In this case, the shorter, the better.

RETALIATE

Retaliation occurs when you perform an attack while someone is still in their recovery animation from either a move that missed or was blocked. These attacks are free (automatically hit if timed correctly) and come without the risk of receiving some punishment from the opposing player, assuming you perform your move at the right time. See Punish.

RUSH DOWN

An unrelenting series of attacks intended to keep a player on the defensive while the other player scores Tick Damage and hopes for an opening to hit with a clean attack. Extremely aggressive players are often prone to this.

SIDE STEP

A player uses a side step to avoid an attack by circling around the opponent instead of remaining directly in front of them. By pressing up or down on the control pad, your character will move "toward" or "away from" the screen. In actuality they're circling clockwise and counterclockwise around the opponent. (See Kombat Basics section)

STUN

This is the property attained when an attack prevents a character from immediately acting afterwards even though they remain standing. Sonya's *Kiss of Death* (↓←+1) is a perfect example of a Special Move that Stuns an opponent if it hits cleanly.

SWEEP DISTANCE

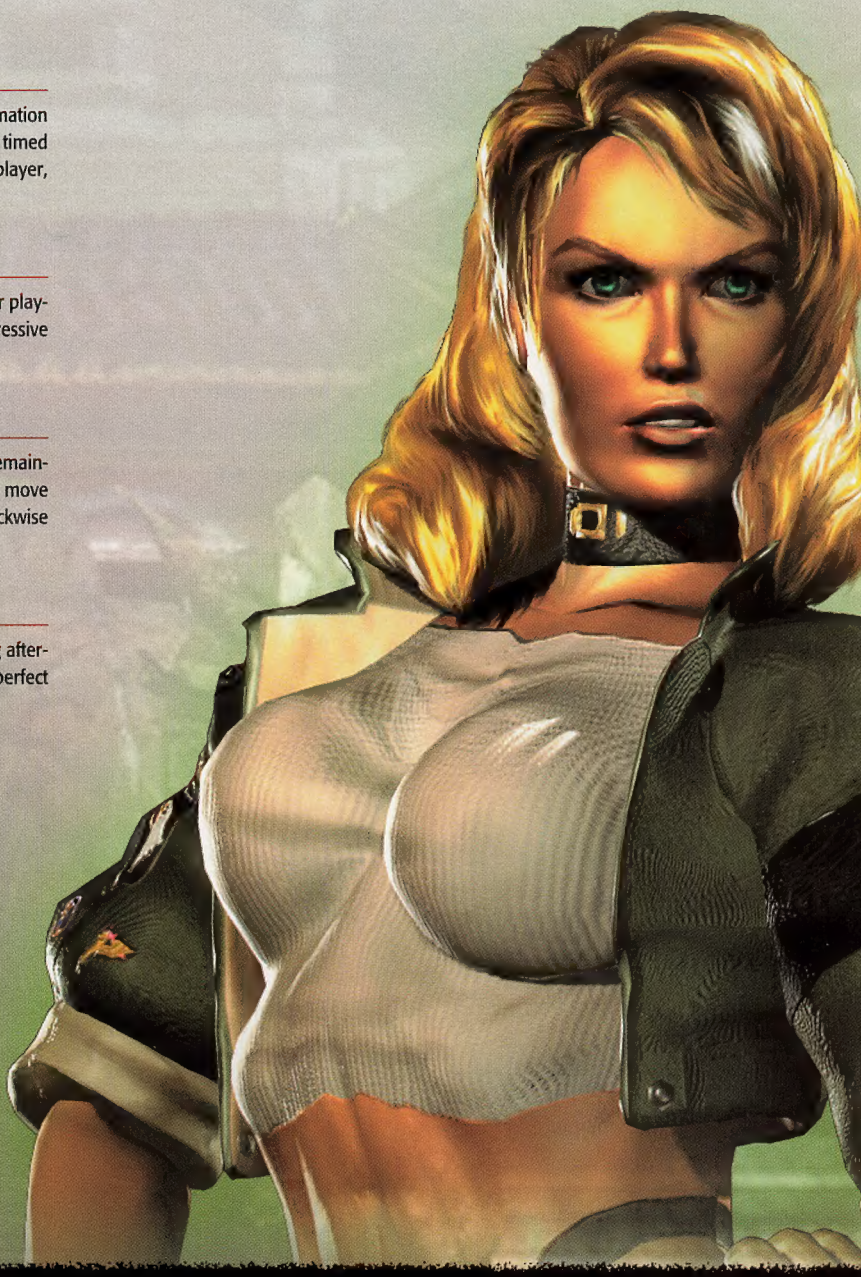
You may see this term from time to time in the guide. It refers to a distance between the characters in the arena. It is meant to be a measurement that extends just outside the arc of a sweep kick from one character to another. A good estimate is to imagine that you're just less than a full character length away from the opponent. It's just far enough away that a sweeping attack would barely miss you.

TECH-ROLL

Any time your character falls down on their back or gets slammed into a wall, you can perform a *Tech-roll* by holding any direction other than forward on the control pad. Your character will quickly roll out of the way and get back to a fighting stance as quickly as possible. This is crucial for rolling away from walls and barriers that would allow the opponent to score a horribly damaging wall combo.

TURTLE

A Turtle is a player that hides behind a characters defense and only strikes when they see an obvious opening. The act of being a Turtle is called Turtling—obviously. In *MKDA*, this can be a very dangerous practice since some characters can easily cause double digit damage from Tick Damage alone.



KOMBAT BASICS

Button Name	XBox	GameCube	PlayStation 2
Move Fighter			
Attack 1 [1]			
Attack 2 [2]			
Attack 3 [3]			
Attack 4 [4]			
Change Style [CS]			
Special Move [SM]			
Block [BL]			
Pause			

Two statistics that may confuse people are the GLOBE stat in the Player Profile and the DIFFICULTY stat for each of the characters.

GLOBE refers to how many times you beat the Arcade Mode with the any characters.

DIFFICULTY refers to how quickly you can master a character's moves and fighting styles. (1 is the lowest and 5 is the highest)

One last note, the higher the difficulty in Arcade Mode, the more Kurrency you can win. Of course, your opponents get tougher the higher the difficulty.

So, you think that you're too good for the basics of kombat and you're going to jump right in and try to beat the entire game on what you know from past kombats. That's fine—if you enjoy getting pummeled by your opponents!

The development of a good foundation is crucial in all fighting games and knowing what the basic strategies and mechanics of a good fighting game are is the key to victory.

BASIC ELEMENTS

These are the true basics of the game. Here you'll find out about Movement, Defending and Attacking—it doesn't get much more basic than that. However, it's taken for granted that you understand these concepts before reading the character-specific strategy provided in the Kombatants section. The terms are rarely explained again and you should know what a Side Step is before trying to learn a character's advanced strategy.

MOVEMENT

Before you will be ready to challenge the deadliest enemies around, mastering the art of movement should be your main focus. This is a 3-D game and a character can move in all three dimensions—obviously. However, there's more to moving than walking toward or away from an opponent.

Knowing the fastest way to close or create distance between you and your enemy is one of the very few rules that are universal throughout all fighting games, and ***MKDA*** is no exception to that rule. Get a feel for how long it takes a character to walk in, walk away, back-dash, and whether there are any moves that will do this for you.

Another key element in understanding movement is discovering how to avoid an opponent's attacks. One of the best methods for gaining an advantage is to avoid an opponent's attack and capitalize on their error. This is what makes fighting games a truly strategic game at the highest levels of gameplay. Masters of the fighting games will bait an opponent, avoid their strike, and retaliate with a brutal assault of their own.

WALK

The most basic of movement options, walking to, away from, or around an opponent will become second nature to you within a few games. By pressing forward or back, you will either close the distance or increase the space between you and your adversary. By holding up or down on the control pad, you will circle your opponent, but you will maintain the distance that was already established.

Depending on the stance of some characters, there is a "quick-step" of sorts. By walking, releasing the control pad, and quickly walking again, you can actually move faster than a basic walk in some instances with some characters. Keep in mind that this technique only works when moving toward or away from your opponent and it's stance-specific. Discover which characters have this and find out how best to use it.

BACK-DASH

Your Back-Dash is the second option given to you. Quickly tap back twice on the control pad to execute this maneuver. When you do it correctly, your character will take a few steps backwards by switching the positions of their feet. This is important because it allows you to get out of range of the opponent's close attacks. However, something to keep in mind is that you can't perform consecutive back-dashes without a slight delay between them. This can give your challenger all the time they need to spring an attack.

SIDE STEP

Another choice available to you is the Side Step. By pressing up or down on the control pad you can circle your opponent and remove yourself from their direct, forward path. You will remain in their front arc, but you'll be out of the way of a lot of their strikes.

Attacks that sweep or attack in a horizontal swipe are not avoided however. This is something to keep in mind when facing characters like Quan Chi whose weapon style offers them incredible range and a widened front arc.

Side stepping can give you a monstrous advantage in a fight with someone who's used to fighting in a 2-D environment. If you can evade an attack and time your own retaliation well, your opponent will be at your mercy.

When you perform a side step just as the enemy launches an attack, you will hear a "swoosh" sound and you'll move much more quickly than if you were to hold up on the control pad. If you time it correctly, a side step will leave you free to attack the exposed and vulnerable side of the opponent while they're still in the animation for the move that they selected. This is the perfect time for you to execute a killer combo of your choice.

JUMP

The jump has always been one of the most used movement options in fighting games, and Mortal Kombat is no exception. The ↗+Kick option served many people well during the early days of Mortal Kombat, but people soon learned to counteract this with a block that left you stranded in the air for way too long.

In ***MKDA***, you can jump forward or backward by pressing ↗ or ↖ respectively on the control pad. During forward jump, each character will be able to attack with their attack buttons and each button (including the Special Move button) will give a separate attack. However, you may NOT attack while jumping backward and you are completely vulnerable to an opponent's attacks while you're in the air. It does allow you to increase the distance between you and an adversary, but those with ranged or projectile attacks will quickly capitalize on this.

CROUCH

The Crouch lowers your character's center of gravity and allows them to avoid many of the higher attacks, as well as some special moves. To perform a crouch, press ↘ or ↙ on the control pad. If you hold block while crouched (↘, ↓ or ↙), you will block any low attacks that target you. You will find yourself vulnerable to some of the high attacks and special moves though.

DEFENDING

Ah, the art of defense, what a wonderful concept. In order to win, you must stay alive. And to stay alive, you have to know when to defend and how to defend against everything your opponent throws at you. There are a variety of ways to defend yourself, mastering each is essential.

Two of the ways to defend (Side Step and Crouch) have already been discussed. They're not "hard" defenses, meaning that they don't stop an opponent's attack; they just avoid the attack that was thrown at you. In many cases, this is better than stopping their attack with a block since you take no damage and can retaliate.

However, there are many times where you'll be backed against a wall or find yourself at your opponent's mercy and your only available option will be to Block or Interrupt. Learn these two concepts and master their use.

BLOCK (GUARD)

Blocking an attack includes two basic elements: hold the Block button down and decide whether you want to block high or low.

Unlike other fighting games, you do not simply walk away from an opponent to block; you need to consciously decide when to block by pressing the BL button. Good blocking not only requires lightning reflexes, but a good amount of intuition as well. If you can successfully guard against an opponent's attacks, your overall gameplay will be that much stronger. It's only logical that the longer you can keep your health up the better your chances are to win.

Another important thing to remember is that all attacks inflict block damage. (See ***Block Damage*** in the Glossary) A defensive game plan is a viable one, but at some point in the match you'll have to go onto the offensive and take your opponent down a few notches. Eating a combo chain, even if you're blocking, could cause you to lose the round - or the match.

HIT RANGES

There are three hit-ranges in ***MKDA***: High, Mid (Medium), and Low. Each attack has a hit range. If an attack hits high, you can block it while standing or crouch under it. Don't block low or you'll take the tick damage. For a mid strike, you must block it while standing as it will hit you if you're crouching. Finally, a low attack can be avoided, by jumping over it, or blocked while crouched.

These are the three basic defenses of all the attacks in the game. Learn to recognize where an attack is going to hit. One good tip is that standing blocks will be effective against most of the attacks in the game, but it's the other attacks that you need to worry about.

INTERRUPT

At the higher levels of gameplay, the Interrupt is one of the most important techniques to understand. There are three methods by which you can pull off an interrupt.

The most obvious way to interrupt a combo is to use the ***Reversal***. Not all characters have this move and if they do, it's usually style-specific.

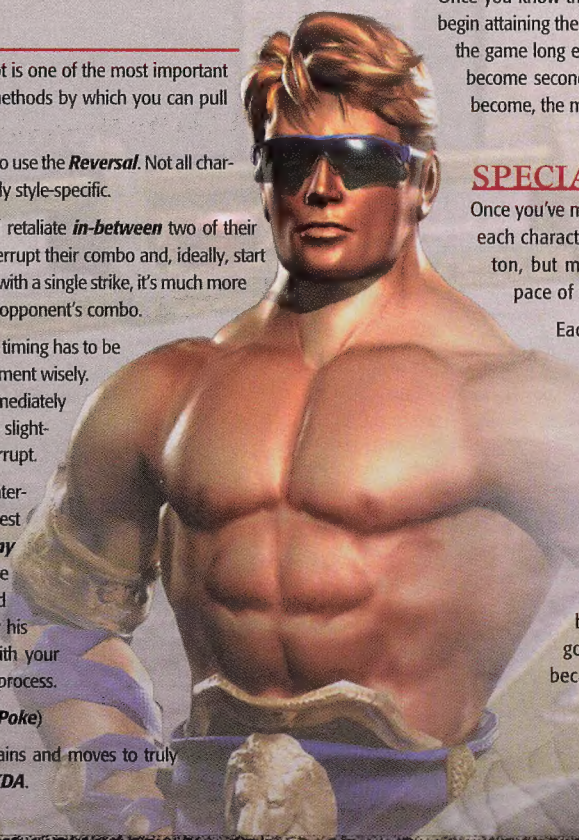
If you block an opponent's combo chain and retaliate ***in-between*** two of their attacks within the combo, you'll be able to interrupt their combo and, ideally, start one of your own. Even if you can only connect with a single strike, it's much more preferable to getting knocked senseless by an opponent's combo.

This sounds a lot easier than it actually is. Your timing has to be near perfect and you have to choose your moment wisely. Some attacks within a combo chain occur immediately after the previous attack, while some have the slightest delay. Look for that as your opening to interrupt.

The other option is to dodge an attack and interrupt while the attack is occurring. One of the best examples of this is Johnny Cage's ***Johnny Uppercut*** (← + SM). The attack swings Cage low, passing underneath many projectiles and mid to high range attacks, as he winds up for his strike. This attacks occurs ***simultaneously*** with your challenger's attack and interrupts them in the process.

Pokes are especially useful as interrupts. (See ***Poke***)

Learn how and when to interrupt combo chains and moves to truly begin mastering the fighting techniques in ***MKDA***.



ATTACKING

Finally, having learned how to strategically maneuver around the arena and defend against you adversary's onslaught, you can now turn your attention to the Attack! Granted, this is more exciting than learning how to incorporate a good defense into your game, but it was worth the wait. Let's get to it!

To state the obvious, ***MKDA*** is a fighting game, and in games of this genre, you win by defeating an opponent in fair combat. ***MKDA*** takes it just a little further; you win by pummeling your opposition into the ground and instilling the fear of the almighty gods of kombat into them! Well, it's the same thing, but it just sounds better the second time.

Needless to say, there are an incredible number of ways to inflict pain on your rivals, but this is just the Kombat Basics section. Focus on the concepts of attacking: knowing when to attack, which attack to use, and how to execute a combo. Once you have these ideas ingrained in your head, the advanced strategy will all fall into place.

BASIC ATTACKS

The simplest way to damage an opponent is to hit them with a basic attack. Each of the four attack buttons on your controller (1 2 3 4) and sometimes your Special Move button (SM) executes a separate attack. To make things even more confusing, each of the three styles assigned to a character has a different set of basic attacks. In essence, you must learn the basic attacks for over 20 characters, each with three styles of their own.

To further complicate matters, different attack buttons perform entirely different attacks when combined with the proper direction on the control pad. That is to say, get ready folks because there are more moves in this game than you can shake a straight sword at.

Don't get discouraged. The basic attacks in the game are done in such a way that you will be able to remember the key ones and fill in the blanks with the rest. Trust us, it's not as bad as it sounds.

Now, it's extremely important to learn what basic attacks your character has at his or her disposal. These will form the basis upon which you'll build your knowledge of combos and strategy. In addition, it's crucial that you remember a few things about their attacks:

- The height at which they hit
- The speed at which the attack hits
- The recovery time of your strike
- Any special properties associated with the attack

Once you know this about each of your basic attacks, you'll have all the knowledge you need to begin attaining the wisdom that will tell you when to use which strike at what time. When you play the game long enough, you will simply ***know*** which attacks do what and the entire process will become second nature to you. The more you play, the better you'll become; the better you become, the more foes will fear your battle prowess!

SPECIAL MOVES

Once you've mastered the basic attacks, you should begin to incorporate the Special Moves of each character. These aren't only the moves that are assigned to the Special Move button, but more intricate and flashy maneuvers that will really begin to increase the pace of the kombat.

Each character has a small set of special moves at their disposal. They are generally more powerful than basic attacks and often have special properties that may lead to additional damage.

Study the move list for your character and memorize these few moves. At times, these are the attacks that will turn the tide and give you the edge that you need to attain victory.

Some special moves are better used to set up your opponent for something more damaging. If a special move doesn't cause a lot of damage, then there must be something about it that was worth putting it into the special move list for. Don't give up on a special move just because it doesn't cause an insane amount of damage. There may be a good chance that this is the move that will catch an opponent off guard because they're thinking that you'll never throw it.

THROWS

Throws are one of the best, and easiest, methods for punishing opponents. Most of the time, pressing → + SM will execute a character's throw. Some characters have more than one throw, based on their styles, but all characters have at least one.

To throw an opponent, you must be within grappling range. It does no use to attempt to throw a character if they're out of reach. If your challenger is in a standing block stance, you will not be able to throw them. However, if you catch them while they're not blocking, or if they're crouching (regardless of whether they're blocking), you'll be able to throw them.

Throws usually inflict a nice amount of damage and should not be overlooked. At the very least, a connecting throw will give you a little time to recover and prepare for your next attack.

POKE

A Poke is a jab—of sorts. In ***MKDA***, a poke can either be a kick or a punch, as long as it comes out really quickly and recovers just as fast.

The best way to incorporate pokes into your repertoire is to train them to block the Poke. Most pokes just do enough damage to be annoying and worth blocking. Once you've trained your opponent, and they're blocking each poke you throw, you have a few options:

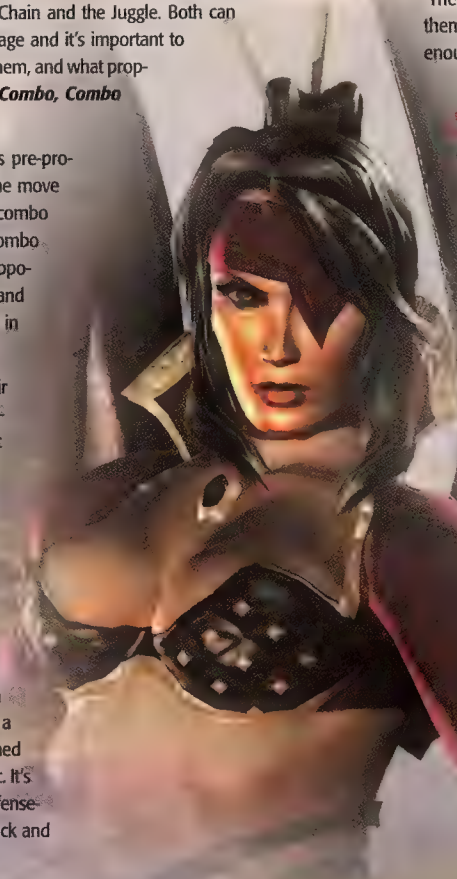
- Go for a Mix-up
- Train them to block a single poke and then, when they stop blocking after the first one, launch into a series of attacks or, hopefully, a combo
- Force them to react to the poke and try something risky

Once you've established a good poke, the battle will be in your favor. All you will have to do is capitalize on the openings that are offered and the mistakes that are made.

COMBOS

The true master will embrace and study the art of the combo. A combo, by definition, is a series of hits that are unblockable after the first one connects. True, this is specific to fighting games, but it's a definition that you will soon come to appreciate. So, when an attack opportunity reveals itself, take the advantage and inflict as much damage as possible.

MKDA has two types of combos: the Combo Chain and the Juggle. Both can potentially cause an incredible amount of damage and it's important to understand how to execute them, when to use them, and what properties may be applied at the end of them. (See ***Combo, Combo Chain,*** and ***Juggle*** in the Glossary)



The combo chain is an auto-combo that will is pre-programmed into the game. They're all listed in the move list for each character. Most characters have combo chains in each of their three stances. The combo chains often have a finisher that knocks the opponent down or out of range so that they can't stand up and retaliate while your character is stuck in their finishing animation.

Juggle combos launch an adversary into the air and are more complicated and difficult to execute. When executing a juggle, keep in mind that timing is everything. Once an opponent is in the air, you will need to time the successive hits well in order to keep them from touching down. If they do hit the ground, there's a chance that you'll be able to continue with your attack spree, but a skilled opponent will be able to tech-roll out. (See ***Tech-roll*** in the Glossary)

Most juggles begin with a combo chain and incorporate the inherent properties of that chain to continue the attack unabated. Sometimes a character will be bounced off the ground, slammed against a wall, stunned, launched into the air, etc. It's during these moment, when an opponent is defenseless, that a combo master will continue the attack and inflict some extra damage for good measure.

By linking together special moves, basic attacks, and combo chains, some juggle combos can spell disaster for those that didn't manage to defend against the onslaught. Nitara's combo is the best example of this in ***MKDA***. The point must be granted that it's extremely difficult to pull off, has multiple stance changes, and requires her to power-up before attacking, but if she connects with the first strike, she'll inflict 115% damage. That's right, instant death.

(Begin in Fu Jow Pai stance) (near wall)
SM CS CS 1 1 1 CS 1 1 3 CS 2 CS
1 1 1 CS 1 1 3 3

The best use of a combo is to set an opponent up for a future one. To do this, begin a combo but always cut it short at the same time. Let's use Nitara's previous combo as an example. Continually throw the first three strikes in the combo (1 1 1). The other player will begin to expect you to always cut the poke combo short and may begin to block accordingly. What this means for you is that after the third strike, your opponent will typically drop their block to retaliate. When you see this beginning to happen, throw the combo again, but don't end after the initial three strikes. Continue into the stance change and finish up the rest of the combo. By doing this, you keep your opponent in a defensive posture, unwilling to retaliate at even the proper times.

MKDA has such a huge number of basic attacks, special moves, combo chains, and other possibilities that the discovery of new and exciting combos is inevitable. Spend a lot of time in Practice Mode and hone your combo abilities while creating new and inventive methods with which to punish your opponents.

ABSTRACT ELEMENTS

A few abilities that the characters have fit neither into the Movement, Defense, or Attack sections of this chapter, but require explanation. These are special skills that some characters will have, but not all.

TAUNT

The Taunt is a move that instills confidence in he/she who performs it. In fact, they become so sure of themselves that they gain some life back. Yes, it does sound tempting, but be careful; to properly execute a ***Taunt*** you'll need much more time than most other moves and the recovery time is long.

The best time to attempt a ***Taunt*** is immediately after you knock an opponent to the ground, stun them, freeze them, or knock them out of range. Once you've done this, you'll have given yourself enough time to properly ***Taunt*** your opponent.

POWER-UP (NEIJIN)

One of the most incredible options in ***MKDA*** for the purposes of raw damage, the ***Power-Up*** (sometimes referred to as ***Neijin***) can turn even a basic attack into a fearsome damage inducer.

Just like the ***Taunt***, the ***Power-Up*** takes longer than normal to execute, but the effects are more than worth it. Powering up right before a combo chain will force your opponent to do one of three things: run away, assume a defensive stance, or attack in an attempt to give your ***Power-Up*** time to wear off. Depending on what they do, react accordingly. If they run, hit them with a distance attack or chase them down; if they attack, make sure that you try for that interrupt and retaliate. Their worst option is to block. Okay, there's one more option that's even worse than blocking, but no one's dumb enough to stand there and take a powered up combo chain in the face.

If they block, you'll get the best benefit outside of hitting them with the full combo chain. The tick damage that most characters receive from a powered up combo chain is enough to make them worry about the next time you power up. This throws a lot of players off their game and you should capitalize on this lack of control.

CHANGING STANCES

Brand new to the Mortal Kombat series, Changing Stances plays an integral role in the strategy of each character. By changing stances, you can create additional mix-ups for your characters that may lead into the dreaded combos!

Many combo chains incorporate the stance changes into their string of commands. What these combo chains offer is a chance to inflict additional damage while juggling or knocking an opponent to the ground. Keep in mind, however, that you will be changing stances and all of your moves will change as a result.

Another way to create combo opportunities is to chain up to a stance change, and then side step when the opponent tries to retaliate. Hopefully the stance you end up in has a juggle, allowing solid combo chances once you trick your opponent into whiffing.

Mortal Kombat: Deadly Alliance

Mortal Kombat has always been and always will be. For millennia the forces of good and evil have been locked in eternal battle over the control of Earthrealm. Some seek to use the tournament to destroy all that is good. Others seek vengeance, power, or eternal life. Time after time, each individual threat has been vanquished and Earthrealm has enjoyed relative peace for many years. But there is concern that Earth is once again in peril. And this time, the threat of evil has two faces.

It is now known that the sorcerer Quan Chi has escaped from the Netherealm. Since his escape, Quan Chi has unlocked the secret of the ancient Rune Stone, discovered the ancient, undefeatable army of the long-forgotten Dragon King, and most disturbing of all, formed an alliance with one of our deadliest enemies—Shang Tsung.

With their combined strength, they plotted to overpower the only two beings who could prevent their total total domination of our two realms. The first was the emporer of Outworld—Shao Khan. In a false show of allegiance, they sprung their attack. They then traveled to Earthrealm by way of a mystical portal known only to sorcerers and deities.

There they confronted Earth's mightiest warrior and champion of Mortal Kombat—Liu Kang. It has been Shang Tsung's desire to consume the soul of Earth's greatest warrior. With Quan Chi's assistance, he achieved this goal.

Liu Kang is dead.

They have since returned to Outworld and are using the souls of conquered warriors to resurrect the Dragon King's undefeatable army. Should they succeed, they will have the means to conquer Outworld, and eventually Earthrealm.

They will be unstoppable. I can no longer stand idly by and watch this evil consume the world. I have relinquished my status as Elder God to return to Earth and lead you all to battle against our old adversaries.

We must act now. We must stop this Deadly Alliance.

Raiden
Thunder God

• CHRONOLOGY • ART GALLERY • THE KRYPT • KOMBAT TRIVIA

THE WORD OF RAIDEN

BO' RAI CHO

DRUNKEN FIST

There are many varieties of "drunken" style kung fu. There are both northern and southern version of "eight immortals drunken kung fu," "drunken monkey," "drunken kung fu" and many others, but for the purposes of this game we will base "drunken fist" in the Shaolin style of drunken Kung Fu. The earliest reference to any drunken style is in the Sung Dynasty (960-1276 A.D.) to "Lu Chi Shen Drunkard Kung Fu."

MI ZONG

Translated as Lost Track created by Ceng Juxiao a Northern Long Fist Style, which utilizes both hard and soft movements and many changes, turns and reversals.

JOJUTSU

Jojutsu is the Japanese art of the short staff (4ft staff). Muso Gonnosuke developed it in the early 1600's after his loss to Miyamoto Musashi (a very famous swordsman). He had been using a long staff (6ft) and subsequently developed a style with a shorter staff. He then beat Musashi in a second duel.

CYRAX

NINJITSU

Translated as *The Art of Stealth*, Ninjitsu is a term used to describe all the arts taught to a ninja warrior including armed and unarmed combat, as well as camouflage and espionage. It is still a widely debated subject, but the term *ninja* has many possible histories. Some think that they were mercenaries who trained in stealth and martial arts and were employed as spies, saboteurs, and assassins. Others counter this argument and state that they were actually samurai warriors who needed to cover their faces to take such drastic action and hide who they really were. Whatever the derivation, *ninja* has become a word that instills fear and an appreciation for their talent.

SAMBO

Sambo is a style of wrestling developed by the Soviets in the early 1930's, originally conceived as a means of unarmed crowd control for the police. The art is a distillation of over 20 folk arts native to the Soviet Union (from areas such as Armenia, Georgia, and Azerbaijan) as well as Greco-Roman Wrestling, Judo, Jujutsu and Free Style Wrestling.

PULSE BLADE

This weapon is standard issue for the Lin Kuei Cyborg Ninjas and is a deadly instrument in and of itself. The Special Forces tech department further modified Cyrax's Light Sword into a Pulse Blade, which now has more power and has become a truly devastating weapon.

DRAHMIN

NETHEREALM

From the little that is known of the Netherealm, one can say that it's a deadly, torturous, and evil place safe for no one. Anyone who spends time there will be hard-pressed to create a barrier powerful enough to keep the forces of the Netherealm at bay. Those that succumb to the incredible powers and tortures that the 5th plane of the Netherealm contains - and live - become incredible warriors that possess newfound concepts in battle and fighting. Of course, all of these ideas focus on pain and destruction.

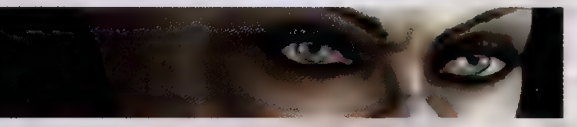
ONI

The term *oni* means *demon* or *ogre* in the Japanese language. Truly, this fighting style was derived from Drahmin's time spent among the denizens of the Netherealm and the loss of his humanity to forces beyond his control. The power of the Oni Style comes from a built-in rage that is difficult to suppress once it's been unleashed. Much like a dam, once a crack's been created in the facade, there's no power on earth that can hold the flood of rushing water[md]or in this case, the flood of burning hot rage.

IRON CLUB

Much less than a true *fighting style*, the Iron Club offers nothing more than the ability to pummel an opponent to a pulp of flesh. True, this is an incredible weapon, and when the right hand is encased within the confines of this Iron Club, it can be used to completely crush an opponent to dust. Drahmin, apparently, is not only right for this weapon, but the perfect choice to wield it.

FROST



TONG BEI

The name Tong Bei, or Tong Bei Quan, can be translated as: "fist of spreading power from the back." The origin of this fighting style is unclear. One legend claims it originated in the 3rd or 4th century B.C. by a man named Yuan Gong. Another says it was created in the mid 900's A.D by a daoist named Lu Yunging. Modern history attributes this style to the Zhejiang province in China in the 1900's. The style is based on the five types of palm strikes, each associated with one of the five elements: earth, metal water, tree, and fire.

YUAN YANG

Yuan Yang Quan, or Mandarin Duck Fist, is an art rarely seen outside of China and as such, information is scarce. Although there is little available material on the Mandarin Duck style as a whole, there are a number of references to the kicking methods it employs. A number of other Chinese styles adopted "Mandarin Duck Legs" of this style as they were reputed to be very effective.

DAGGERS

By flash freezing water vapor, Frost can form intricate solid objects. She doesn't have the same subtle control and mastery over her ice powers as Sub-Zero does, so she chooses to use the simple deadliness of the Double Daggers. Armed with these blades of ice, Frost can slice an opponent to ribbons. When a kombatant feels the burn of a cut from one of Frost's daggers, it's not from the rending of their flesh, but from the cold edge of the blade ripping into their muscle.

HSU HAO

SHUAI CHIAO

Shuai Chiao is the oldest martial art in China. It has a history of over 2,000 years – although some claim that it dates back much farther.

WRESTLING

Perhaps the oldest martial art in the existence of western culture, it was initially developed by the Romans and Greeks as a method to display one's strength and fighting prowess. Eventually, it turned into its own form of self-defense and branched into multiple styles. Fighters grapple and try to attain a position of advantage over one another. They learn to control their center of gravity, how to take their opponent to the ground, react to an opponent's actions, and take advantage of their mistakes. Greco-Roman and Freestyle are two of these that are still used in the best known world-wide competition[md]the Olympics.

SUN MOON

An exotic weapon of the Chinese martial arts, the Sun Moon Spears originated in Mongolia. As a pair, these bladed weapons can be extremely efficient when used in combat. When one hand blocks an incoming attack, it can catch the weapon and keep it from attacking, or be used to disarm the opponent totally. However, the true beauty comes into play when one notices that the other hand is left free to attack. This is when the versatility of the Sun Moon Spears really shines. With the ability to thrust, stab, slash, or rake an opponent, the Sun Moon Spears' deadly qualities are easy to see.

JAX

MUAY THAI

Thai kickboxing is one of the oldest martial art forms. Muay Thai's origin along with much of Thai history was lost during the invasion and sacking of the archives by Burmese army. Muay Thai was originally the close quarters combat skills used by the Thai army. During times of peace, members of the army were "kept busy" by being encouraged to participate in Muay Thai competitions. Later the art grew into a popular sport. Today it's considered a very practical, effective boxing style. It has developed the same sporting interest in many counties today that boxing enjoys in the US.

JUDO

Around 1882, Jigoro Kano developed Judo based on Japanese jujutsu (a samurai art) with an emphasis on self-defense and sport competition. In Judo, opponents use balance, body weight, with minimal physical effort, to throw or pin each other or hold one another in a lock. Submission holds also play a key role in Judo. One's *gi* (uniform) can often be used against them or an opponent as a choke. Judo has become an extremely strategic martial art in recent history and has many practicioners.

TONFA

The Tonfa was originally the handle of a hand-operated grain mill used on farms. Seen on the belts of police officers across the US, the Tonfa has also been adopted by Police agencies around the world.

JOHNNY CAGE

KARATE

Karate is a name used for a group of martial arts developed on Okinawa, before the island was integrated into Japan. Historically, Okinawa enjoyed a great trade economy based on shipping, which exposed the locals to martial arts from many parts of Asia, including Japan and China. Significant styles of karate include: Shotokan, Shorin-ryu and Goju-ryu. Karate was introduced to Japan in the early 20th century and later to the rest of the world, where it continues to include many other martial art forms.

The secret character Mokap also uses this style.

JEET KUNE DO

Bruce Lee developed Jeet Kune Do in 1967. The literal meaning of Jeet Kune Do is "the way in the intercepting fist." Wing Chun, Tai Chi Chuan, Hung Gar and Chin Na heavily influenced Jeet Kune Do among others.

The secret character Blaze also uses this style.

NUNCHAKU

This weapon is most often associated with Okinawian Kobudo (weapons arts), but is also seen occasionally in Chinese, Philippine, Korean and Japanese arts. The nunchacku were originally a horse bit used for farming. During the 1500's the local government (and later the Japanese occupation) outlawed the ownership and use of weapons so locals turned to farm instruments to protect themselves.

KANO

XING YI

Meaning "mind form," Xing Yi is a simple and practical style of kung-fu which originated in the San-Shih province of China. This is a northern Chinese system which relies on short basic forms for training. This art has long been associated with Ba Gua (beginning in the early 1900's) and the two are often taught together.

AIKIDO

This is a Japanese martial art developed in the first half of the 20th century by Morihei Uyeshiba. Aikido is a distillation of arts learned by Uyeshiba over the course of his life, including Daito Ryu Aiki Jujutsu, Kito Ryu Jujutsu, Shinkage Ryu Jujutsu, Yagyu Ryu Kenjutsu (fencing), Yarijutsu (spear fighting), and military training (bayonet).

BUTTERFLY

The Butterfly Knives are a Chinese weapon with a 200-year history as part of the Shaolin system. It is the primary weapon of Wing Chun and also taught in Hung Gar, as well as other styles.

The secret character Blaze also uses this style.

KENSHI

TAI CHI

The literal translation of Tai Chi Chuan is "supreme ultimate fist." Chang San-Feng (1391-1459 A.D.) is credited with developing the 13 postures that form the basis of all modern Tai Chi. From his developments sprung the various derivatives of the Chinese art of Tai Chi which are seen today (Chen, Wu, Yang, etc.).

The secret character Mokap also uses this style.

SAN SHOU

San Shou translates as the *unbound hand.* Often fought on a raised platform, this Chinese martial art is a true free fighting style. Developed by the Chinese military, it was created from the study of various Chinese traditional martial arts and incorporated modern methodologies in training and health. In recent years, this martial art has become a style in and of itself and has evolved into one of the most deadly styles known.

KATANA

The Katana is the traditional Japanese long sword used by the samurai. Many styles of swordsmanship utilized these swords. Modern martial art forms that use the Katana are broadly referred to as kenjutsu, kendo, and iaido.

KITANA

EAGLE CLAW

The Eagle Claw system of kung fu originated in southern China during the Sung Dynasty about 1250 A.D. Eagle Claw began as the "108 Fighting Techniques" taught by Ngok Fei. Sometime between 1368 and 1644, a monk named Lai Chin, combined Eagle Claw with Faan Tzi into what was the basis for modern Northern Eagle Claw.

BA GUA

Ba Gua Zhang, translated to Eight Trigram Palm, is a relatively new Chinese martial art, having been developed in the late 1800's. Dong Hai-Chuan, a Taoist monk of the Lung Men ("Dragon Gate") Sect, developed Ba Gua Zhang. The circular movements of the art are attributed to the circular chanting meditations done by the Lung Men Sect. Starting in the early 1900's, Ba Gua Zhang has been associated with Hsing-I. Currently, there are five major branches of the style: Cheng, In, Ma, Song and Lui.

STEEL FAN

Also known as *Ogi*, Kitana's weapon of choice is the deadly Steel Fan. While many martial arts masters use a single fan, Kitana's prowess is such that she uses one in each hand. They're easily concealable and can be used in their open and closed states. Kitana's fans are tipped with sharpened daggers to add to the deadly finesse with which she wields them.

KUNG LAO

MANTIS

This is a newer martial art, developed in 1600 A.D. by Wang Lang in the Ming Dynasty in Northern China. Wang Lang based this martial art on observations he made of a praying mantis fighting a cicada. The art later splintered into a number of different variations, including Seven-Star, Plum Blossom, Six Combinations, and Secret Door. The style defined in the game is based upon Seven-Star Praying Mantis. For the most part, Seven-Star is a hard style avoiding direct opposition to the opponent's energy. This style is part of the Shaolin system of martial arts.

SHAOLIN FIST

The Shaolin Buddhist temple was established in China about 500 A.D. In about 539 A.D. a holy man named Bodhidharma (Ta Mo in Chinese) left his monastery in Southern India to spread the Buddhist faith to China. During his travels, he visited a Shaolin monastery. The monks there were in such bad shape physically that they could not meditate properly, so Bodhidharma developed an exercise program to get them into shape. The program included several Indian fighting style elements. Over time, a Kung Fu style grew out of this training, aided by the fact that many of the priests were retired solders and generals.

BROADSWORD

The Broadsword is known as the marshal of weapons, the arm of foot soldiers and Manchurian officials. Broadswords vary in length, but should generally reach the user's eyebrow when held upright along the arm. It's categorized as a short weapon. It usually has a two-edged blade and is designed for slashing rather than thrusting

LI MEI

BAJI QUAN

Baji Quan is a 500 year old Chinese art, having been handed down through various groups over the centuries. Baji Quan is actively being taught to the Taiwan Military Police. Baji Quan Means "eight extremities fist" and is primarily a close range style. As a result, Baji Quan uses all eight extremities, namely the head, shoulders, elbows, hands, feet, back, hips, and knees.

LUI HE BA FA

Chen Tuan, a native of Po-chou in Anhui, is a famous Taoist who lived on Mount Hua, one of the five sacred mountains of China in Shensi, during the Later Choi and Sung Dynasty (960-1280) A.D. He's credited with the creation of the kung fu system - Liu Ho Pa Fa - six harmonies and eight methods.

SAI

The Sai was originally a farming tool used for planting seeds, and was later adopted as a weapon. Prior to 1870, special units of the Okinawan police carried the Sai. The Sai is not unique to Okinawa; it undoubtedly migrated there from China, India, Malaysia or Indonesia, where it is also used. For the purposes of this game the Sai will be based on the Okinawa style of use.

MAVADO

LONG FIST

Long Fist (or "Chang Chuan") dates back to the Sung dynasty (about 960 A.D.). Long Fist is a composite style built from elements of various other northern styles of kung fu. Historically, Northern Chinese tended to be taller, with longer limbs. As a result, most martial arts of the north, including Long Fist, evolved in a way that made use of their longer reach. This manifested itself in attacks that tended to be longer in range than those found elsewhere.

WING CHUN

Wing Chun was invented by a senior kung fu master and Shaolin "nun" named Ng Mui. Her objective was to combine the best elements of the other Shaolin styles into one master style. The style draws heavily from Tiger, Dragon, Snake, and White Crane.

HOOK SWORDS

Sometimes called the "Tiger's Head Hooked Swords," the hooked swords date from the Warring States period in China (722-222 B.C.) This is a "Northern" style weapon and has been adopted by a large number of Chinese training styles.

NITARA

LEOPARD

The techniques simulate those of a Leopard, stressing the importance of free movement and quick actions. Not as strong as the Tiger style, but it is superior in its swiftness and jumping ability.

FU JOW PAI

With an emphasis on balance and technique, Fu Jow Pai mimics the vicious movements of the rare Black Tiger. In fact, the original name was *Hark Fu Moon*, or *Black Tiger System*. It was renamed by Wong Bil Hong in 1934 and was hidden for many years. However, many years later, the knowledge, and training, of the system was brought to the public's attention where it has become a legitimate and recognized style in China.

KAMA

The Kama is a farm implement used for rice harvesting and was adopted as a weapon in China, Okinawa and Japan. In China and Japan the (single) Kama was often used in conjunction with a chain, to encircle the opponents, while the Okinawans preferred to use two Kama together. The Kama is one of the five principle weapons of the Okinawan art of Kobudo/Kobujutsu (this art being an offshoot of Karate).

As early as 1477 A.D., bans were placed on the use of weapons by the ruling classes in Okinawa. The Okinawans began underground training in unarmed and armed combat. The former developed into what would be called Karate and the latter Kobujutsu. The use of common farm implements by Kobujutsu was instituted to avoid problems with the prevailing "weapons" bans. The style used in the game will adopt the Okinawa style, which uses a Kama in each hand.

QUAN CHI

TANG SOO DO

Tang Soo Do is a relatively modern Korean martial art developed by Hwang Kee. It is a combination of several arts, which Hwang Kee studied during his life. These arts included Soo Bahk Do (Korean), Tae Kyun (Korean), Tang Method (Northern Chinese) and Southern Chinese (unspecified).

ESCRIMA

Escrima is a martial art of the Philippines. The terms Escrima, Arnis and Kali are used to describe the many "stick" arts native to the Philippines. Because of the jungle-like environment on the islands, the development of arts that utilize sticks and/or long knives (i.e. machete) was natural. For the purposes of this game, we will use the term "Escrima" to refer to unarmed combat and "Kali" to describe two-stick fighting.

BROADSWORDS

The double broadsword is similar in use and history to the single broadsword. The use of two weapons was generally considered more advanced and provides some combat advantages.

RAIDEN

NAN CHAUN

Nan Chuan (or "southern boxing") is a composite style built from elements of various other southern styles of kung fu. Historically, Southern Chinese tended to be shorter, with shorter limbs. As a result, the martial arts of the south evolved in a way that accommodates their shorter reach. This manifested itself in attacks that are most effective at short to middle range. Nan Chuan contains a greater number and variety of hand techniques, and fewer leg techniques.

JUJUTSU

Jujutsu is a term used to refer to unarmed Japanese combat. Historically there are more that 750 documented varieties of Jujutsu. In general, Jujutsu tends to be comprehensive in the sense that they teach hand and foot strikes, throwing, joint-locks and ground fighting. Today Jujutsu is most commonly associated with throws, joint-locks and ground fighting.

STAFF

The cudgel (long staff) has existed as a weapon since man first started fighting with hand weapons. For the purposes of our game, this refers to the staff as taught in various Chinese martial arts systems.

REPTILE

HUNG GAR

Hung Gar, namely "Tiger Fist," is the synthesis of Southern Shaolin styles of Chinese kung fu, and is based on the movements of the Tiger and the Crane. Hung Hei Goon is believed to have been the original developer of the style. He began openly teaching it about 1813.

CRAB

Taught to Reptile by his ancestors, the style imitates the side movements and claw attacks of the Crab.

KIREHASHI

Much like a typical Broadsword, the Kirehashi has some minor differences that allow it to be used more efficiently by Reptile. Its weight and balance are changed from the sleek and slim blade of Kung Lao, to a more hefty and cruel instrument. Still, it retains a sharp edge with which it can be used to slash an opponent to shreds.

SCORPION

HAPKIDO

Hapkido is the martial art of Choi, Yong Sul (1904-1986). Mr. Choi was born in Korea, but was brought to Japan as a young boy. Eventually he was adopted into the household of Takeda Sokaku, head of Daito-Ryu Aikijutsu. Mr. Choi lived and studied with Takeda Sokaku until Sokaku's death. At the end of World War II, Mr. Choi returned to his native Korea and supported himself and his family by teaching a "new" martial art, Hapkido, which was based on the Daito-Ryu Aikijutsu he learned in Japan. Later elements of traditional Korean arts where incorporated into the style.

The [illegible] character Ein [illegible] uses this style.

PI GUA

Pi Gua means "armor wearing boxing" (i.e. boxing when in armor) and was originally believed to be a subset of Tong Bei Quan (white ape). The style is usually attributed to Wu Zhong of the Hebei Province of China. Baji Quan and Pi Gua have long been closely associated (since 1727) and are often taught together.

NINJA SWORD

A favored weapon of the Shinobi, it's similar to the kitana but with a straighter blade. It was made more for piercing the armor of samurai than slicing.

SHANG TSUNG

SNAKE

The Snake Style is hard to trace historically, because it is incorporated into so many Chinese systems, including Shaolin and many Chinese family styles.

CRANE

Although taught and included in many Chinese systems, the Crane originated in Tibet. Crane is considered one of the oldest "classical" styles and is incorporated into the Shaolin system of styles. It's considered to be an internal style.

STRAIGHT SWORD

Chinese straight sword is incorporated into a number of Chinese styles including Tai Chi, Wushu and others.

SONYA

KENPO

Kenpo is a western style modern variation of Japanese Karate. Kenpo was originally introduced to the Hawaiian Islands as kenpo jujutsu and later adapted into what is now called Kenpo or Kenpo Karate. Currently, Kenpo is popular in Hawaii, Europe, New Zealand and the Americas.

TAE KWON DO

Japan occupied and heavily influenced Korea from 1910 through the end of WWII. At that time, Korea gained its independence and began reclaiming its martial culture. Several kwans (styles) arose, which were later combined into Tae Soo Do in 1955. In 1957 the style was renamed Tae Kwon Do. Japanese occupation influenced Tae Kwon Do through the introduction of Shotokan. Initially taught to the military, Tae Kwon Do is now a widely practiced sport. In many respects, Tae Kwon Do is the Korean equivalent of Karate, with more emphasis placed on kicking.

The secret character Mokap also uses this style.

KALI STICKS

Kali Sticks is a martial art of the Philippines. The terms Escrima, Arnis and Kali are used to describe the many "stick" arts native to the Philippines. The jungle environment on the islands leads to the natural development of arts which utilize sticks and/or long knives (i.e. machete). For the purposes of this game, we will use the term "Escrima" to refer to unarmed combat and "Kali" to describe two-stick fighting.

SUB-ZERO

SHOTOKAN

A style of Karate, Shotokan has its roots in Okinawa. Master Funakoshi Gichin founded Shotokan karate in 1936 in Tokyo. It is more linear and can be a very aggressive and devastating style.

DRAGON

A number of kung-fu "styles" make use of the term "Dragon Form" or "Dragon Style." The Dragon form is one of the "Shaolin ten-animal form" of Kwan Tak Hing. It's also one of the "five-patterns" of Hung Kuen, and one of the "ten-animal forms" of Xing Yi. The Dragon form can be found in many other Chinese systems of combat.

KORI BLADE

Using a technique perfected by Grand Masters of the Lin Kuei, Sub-Zero forms his Kori Blade by flash-freezing surrounding water vapor. The sword is forged of solid unbreakable ice. A masterful weapon, it's heavy and extremely sharp. It can be used to either bludgeon an opponent into submission or cut them into ribbons.

KONQUEST

Before jumping into Arcade Mode and trying to learn on the fly, it's a good idea to take a few hours and play through the Konquest mode. Essentially, this is where you will gain the skills necessary to be able to implement the strategy provided in the Kombatants section of the guide.

After completing the first eight missions of the Konquest Mode, you'll have a very basic idea about how the mechanics in MKDA work. However, this won't give you the ability to jump in and beat the computer at the higher levels. To do that, you'll need to master the combos, special moves, and tactics of each specific character that you wish to use.

*If that's not enough, the Konquest Mode has two undeniably wonderful treasures that will get you to play through it–***Blaze** *and* **Mokap***. That's right, the two secret characters can be unlocked by finishing the 218 missions (8 introductory missions and ten for each of the 21 characters). Okay, the truth is that you'll only unlock Blaze. Mokap needs to be purchased in the Krypt, but you won't even be able to use him if you don't finish Konquest Mode. Once you complete the ultimate journey, you'll have two of the fastest and deadliest characters at your disposal.*

10 TIPS AND TRICKS OF THE KONQUEST

TIP 1

Take your time and focus on what the game is trying to teach you. Konquest Mode may seem repetitious, but it will give you some of the most fundamental lessons for your foundation of learning. Pay close attention to which moves offer knockdowns, juggles, stuns, or mix-up opportunities.

TIP 2

If you're having trouble pulling a lengthy combo off, you have a few options. The most patient way is to practice that combo in Practice Mode until you master it. The other way is to retry the mission a few times. Don't get discouraged if you can't complete each mission on the very first try - it's not meant to be easy - it's meant to teach.

TIP 3

Another thing to keep in mind about combos is that the wall can either be your best friend or your worst enemy. Some combos work much better when you have your opponent pushed up against the wall so that they can't stray away. However, there are those instances when the wall damage will make your opponent to lose a frame or two of animation, causing you to miss a strike in the middle of a combo.

Try moving up to or away from the wall if you're finding that your opponent is getting out of reach too quickly or not being hit by an attack in the middle of a combo string.

TIP 4

The 'Blood Missions' will cause a lot of people grief. Some of the most powerful moves in the game don't cause a single drop of blood to be spilled and this will drive some players crazy. Most weapons will cause a lot of carnage, but they may take too long to effectively beat the mission. Each player that must face this type of mission has a way to do it–you just have to find the right move or combo chain. For Jax, it's his ***Machine Gun*** *(↗↗+4) and for Kano it's his* ***Ear to Ear*** *(Butterfly ↗+1↗+2). Just imagine which moves would cause slices and dices, holes or limb removal and you'll do fine. Think of the* ***Impale****!*

TIP 5

Learn to love the ***Impale****. For those characters that have this move, it's a fantastic tactic when you reach the character's final mission. Sure, you'll lose the weapon stance, but you'll gain a DOT (damage over time), and anything that you hit with will be compounded by the continual blood loss.*

TIP 6

You'll find that some characters' moves will come easy to you and other characters will confound you. This can be taken two ways.

1 - You have a natural affinity for those characters that come easy to you and they should be your focus.

2 - Those characters that are difficult for you to master are the true challenge and focusing on them is the way to go.

Whichever you choose, make sure that the game is fun for you. If you get too frustrated and decide that it's simply not fun to be stuck on a single character for so long - STOP! Take a break, try another character, destroy some friends in Versus Mode–whatever! Remember that ***MKDA*** *is a GAME and games are designed to be fun. Challenging, yes, but fun.*

TIP 7

To access the nine unlockable characters, you'll have to purchase them from the Krypt. Once they're purchased, jump right in and find out what they're made of. The nine characters are some of the more dynamic in the game with Frost, Raiden, Reptile and Nitara.

TIP 8

The storyline for each character is expounded upon during their ten-mission trek. Take the time to discover why Cyrax is facing Reptile in a certain mission or why Shang Tsung must challenge Quan Chi. You won't discover anything by whipping through the screens and skipping the entire storyline. It's up to you, but if you're a true kombatant, you'll want to know as much about your potential opposition as possible!

TIP 9

Translate what you've learned from the Konquest into your future battles. Don't just act as if this was a mid-term exam and cram all of the information into your head just to forget it a minute later. Try to remember some of the more powerful and useful techniques from each session. Even if you come away with two solid combo chains, a few pokes, and a launcher or two, you'll be ahead of the game. This is the foundation upon which you'll build the rest of your knowledge about the characters.

TIP 10

If you missed some of the storyline and you wish to see it again, simply start a new profile and jump into the Konquest again. Of course, if you missed the storyline of one of the unlockable characters, you're going to have to buy them from the Krypt again, but most of the stories are worth the time.

BIOGRAPHY

During the years that Shang Tsung sponsored the Mortal Kombat tournaments on Earth, the Outworld master Bo' Rai Cho was secretly training warriors for competition. It was even speculated that it was he who brought the fighting style of Drunken Boxing to Earthrealm. After many years, he finally discovered the Shaolin monk Lui Kang and taught him the martial arts moves he needed to defeat Shang Tsung. Later, with the tournament securely in the hands of the Shaolin, his teachings were no longer needed and he returned to Outworld.

STATUS	*Trainer*
ALIGNMENT	*Good*
WEIGHT	*375*
HEIGHT	*5' 11"*
FIGHT STYLES	*Drunken Fist* *Mi Zong* *Jojutsu*
DIFFICULTY	*3*

SPECIAL MOVES

NAME	COMMAND	NOTE
Puke Puddle	←→+2	
Flip-Flop	↓←+1	↓
Ground Stomp	→←+3	#1
Belly Bash	→→+4	

#1 Unblockable - The only way to avoid taking damage is to jump before his foot hits the ground

DRUNKEN FIST

NAME	COMMAND	NOTE	
Spinning Backfist	1		BASIC MOVES
Cross Strike	←+1		
Serving Fist	↓+1		
Drinking Punch	2		
Twisting Flask	↓+2		
Battle Punches	↑+2		
Lazy Leg	3		
Sweep Kick	←+3	↓	
Drinking Wine	↓+3	↓	
Drunken Leg	4		
Spinning Kick	←+4	↓	
Monkey Kick	↓+4		
Taunt	SM		
Throw	→+SM		
Kreepy and Jugs	3 2	↓	COMBO CHAINS
Twist of Lime	1 1 1		
Crushing Grapes	3 3 3		
Staggering Steps	2 3 2 2	↓	
Zero Tolerance	3 3 2 2	↓	
On the Rocks	2 2 1 1 1		
Bottoms Up	2 2 1 1 CS 2 CS	↑	
Last Call	2 2 1 1 CS 2 ←+4	↑	
Drunken Fury	2 2 1 1 CS 2 ↑+4	↑	

MI ZONG

NAME	COMMAND	NOTE	
Hook Fist	1		BASIC MOVES
Low Strike	↓+1		
Straight Punch	2		
Low Knife Hand	↓+2		
Roundhouse	3		
Sweep Kick	←+3	↓	
Tripping Sweep	↓+3		
Side Kick	4		
Step Kick	↓+4		
Lift Kick	←+4	↑	
Smashing Kick	↑+4	↑	
Shove	SM		
Throw	→+SM		
Critical Strike	2 2 CS		COMBO CHAINS
Lost Track	2 2 ↑+4		
Iron Broom	2 2 ←+4		

JOJUTSU

NAME	COMMAND	NOTE	
Overhead Strike	1		BASIC MOVES
Stong Overhead Strike	←+1	↑	
Reverse Low Strike	↓+1		
Two-Handed Thrust	2		
Vertical Smash	←+2	↑	
Leg Sweep	↓+2		
Homerun Swing	3	↓	
2-hit Strike	→+3		
Low Foot Poke	↓+3		
Straight Thrust	↑+3		
Mid Reverse Strike	4		
Leg Poke	←+4		
High Reverse Strike	↓+4		
Sidestep Swing	SM		
Homerun	2 3	↓	COMBO CHAINS
Dancing Stick	2 4 1		
Splitting Bamboo	2 4 ←+1	↑	
Rolling Wind	2 4 4 ↑+3		

FATALITY

Belly Flop	←←←↓4

COMBOS

DRUNKEN FIST

HITS	DAMAGE %	COMBO
10	30	2 2 1 1 CS 2 CS ←2 ↓←+1
11	31	2 2 1 1 CS 2 ↑+4 ↑+4 CS 2 4 ←+1
10	33	2 2 1 1 CS 2 CS ←+2 3 2
10	35	2 2 1 1 CS 2 CS ←+1 CS 3 2
11	34	2 2 1 1 CS 2 CS ←+2 2 4 ←+1
11	36	2 2 1 1 CS 2 CS ←+1 2 4 ←+1
13	36	(wall) 2 2 1 1 CS 2 CS CS 2 2 1 1 1

MI ZONG

HITS	DAMAGE %	COMBO
4	19	↑+4 ↑+4 ↓←+1
7	23	2 2 CS ←+2 CS 1 1 1
5	24	↑+4 ↑+4 (walk up) 2 2 CS
7	26	2 2 ↑+4 ↑+4 CS 2 4 ←+1
7	27	2 2 ↑+4 ↑+4 (walk up) 2 2 CS

8	28	(wall) 2 2 CS CS 2 2 1 1 1

JOJUTSU

HITS	DAMAGE %	COMBO
3	17	←+2 CS 3 2
4	21	←+2 2 4 ←+1
5	21	←+2 ←+1 2 4 ←+1
5	26	2 4 ←+1 ←+1 →→+4
6	29	2 4 ←+1 2 4 ←+1
7	29	2 4 ←+1 ←+1 2 4 ←+1

Bo' Rai Cho brings an unorthodox fighting style to *Mortal Kombat: Deadly Alliance*. The first to use a form of Drunken Boxing, he can not only confuse opponents, but demolish the opposition with easy high-damage combos. In addition, even his basic attacks inflict a fair amount of damage, making him deadly with or without combos.

He has the ability to force opponents to stay on their toes, because of his unblockable *Puke Puddle*. Since it cannot be guarded against (either high or low), it must be avoided. This allows Bo' Rai Cho to force the opponent to play more defensively. He also has a decent keep-away game when in Jojutsu stance.

Both the *Drunken Fury* and *Bottoms Up* combo chains are great ways to deal out damage when given an opening. Bo' Rai Cho can easily score 30% or more off either of these options. Cutting either combo chain short after the stance change opens up more offensive options. Try using side step if you think your opponent will retaliate, then use *Lost Track* to send them reeling.

Mi Zong stance is Bo' Rai Cho's best stance option. He has a very quick knockdown by way of the *Sweep Kick*, and easy launch attacks like the *Lift Kick* (←+4), *Smashing*

Kick (↑+4), and the *Lost Track* and *Iron Boom* combo chains. He can also easily switch to Jojutsu to finish his combos with *Splitting Bamboo*.

Perhaps the most annoying feature of Bo' Rai Cho's arsenal is the *Puke Puddle* (→←+2). He actually throws up onto the ground, making the opponent slip around. This attack is unblockable, so if your opponent is caught in it, they are open for punishment. After quick knockdowns like *Drunken Wine* (Drunken Fist ←+3) and the *Sweep Kick*, use the *Puke Puddle* to set up the rising opponent. Any hits scored after a *Puke Puddle* cause the opponent to slip; follow-up hits will inflict much less damage than normal. However, the bonus is that it will be completely unblockable!

Somewhat similar to the *Puke Puddle*, the *Ground Stomp* (→←+3) can set up some free damage opportunities. After knockdowns and finished combos, randomly throw out the *Ground Stomp* as the opponent rises. Even if the opponent wises up and side steps or jumps, the repercussions for Bo' Rai Cho are very minimal.

The *Belly Bash* (→→+4) is a somewhat useful tool for catching opponents off guard. Also, when an opponent misses some attacks that leave them at a distance, the *Belly Bash* can be used to punish them. Another good feature of the *Belly Bash* is that after it hits (or is blocked), it recovers at a distance. This can make it hard for some characters to retaliate.

SUMMARY

Proper placement of the *Puke Puddle*, and smart utilization of mix-up combo chains give Bo' Rai Cho an edge. Even though hit and combo damage is reduced after a *Puke Puddle* renders the opponent helpless, it still guarantees him free damage. Bo' Rai Cho proves to be an increasingly frustrating opponent when all of his options are realized.

JOHNNY CAGE

BIOGRAPHY

Johnny Cage had been fed up with the lame writing on his current move "Mortal Kombat: The Death of Johnny Cage," in which his character repeatedly died and was resurrected. To him, his real-life adventures were much more sensational–he kicked butt! But his studio felt that the hero needed to take a fall for dramatic purposes, Johnny Cage reluctantly agreed to continue with the project until the Thunder God Raiden called him away to a new adventure in Outworld.

STATUS	*Movie Star*
ALIGNMENT	*Good*
WEIGHT	*190*
HEIGHT	*6' 0"*
FIGHT STYLES	*Karate* *Jeet Kune Do* *Nunchaku*
DIFFICULTY	*3*

SPECIAL MOVES

NAME	COMMAND	NOTE
Forceball	↓ ← + 1	
Shadow Kick	← → + 4	↓
Johnny Uppercut	← + SM	↓

KARATE

NAME	COMMAND	NOTE	
Lunge Punch	1		BASIC MOVES
Low Hook Punch	↓ + 1		
Side Elbow Punch	← + 1	↓	
Knife Hand Chop	2		
Knife Hammer Strike	→ + 2	↑	
Low Palm Strike	↓ + 2		
Front Thrust Kick	3		
Low Jabbing Punch	↓ + 3		
Cutting Kick	↑ + 3	↓	
Side Thrust Kick	4		
Low Kick	↓ + 4		
Shin Thrust	← + 4		
Flip Kick	↑ + 4	↓	
Double Flip Kick	↑ + 4 ↑ + 4	↓	
Shove	SM		
Throw	→ + SM		
Smash Tv	2 4		COMBO CHAINS
Bone Breaker	3 4	↓	
Big Blast	1 1 4		
Out Take	1 1 CS	↑	
The Foot Sword	3 3 3		
Cutting Hands	2 3 4	↓	
Closing Credits	1 1 ← + 1	↓	
Chopping Hands	1 2 → + 2		
Cameo	1 2 3 4	↓	
Prequel	2 3 3 3		
Box Office Smash	1 2 3 3 3		
Theatrical Release	1 1 ↑ + 4	↓	
Directors Cut	1 1 ↑ + 4 ↑ + 4	↓	

JEET KUNE DO

NAME	COMMAND	NOTE	
Leading Straight Punch	1		BASIC MOVES
Hook Fist	↓ + 1		
Knuckle Fist	← + 1	↑	
Duck 'n Jab	2		
Low Knuckle Fist	↓ + 2		
Stepping Snap Kick	3		
Low Punch	↓ + 3		
Side Kick to Knee	← + 3		
Side Kick to Face	4		
Sweeping Kick	← + 4	↓	
Low Kick	↓ + 4		
High Hooking Kick	↑ + 4		
Taunt	SM		
Throw	→ + SM		
Straight Blast	1 1		COMBO CHAINS
Spotlight	2 2 4		
Runner Up	2 2 3 3 CS	↑	
Sticky legs	2 2 3 3 4	↑	
Outer Gate	2 2 3 3 ← + 4	↓	

NUNCHAKU

NAME	COMMAND	NOTE	
Reverse Shoulder Swing	1		BASIC MOVES
Overhand Strike	← + 1	↓	
Bottom Swing	↓ + 1		
Stepping Cross Swing	2		
Cross Back Strike	← + 2	↑	
Low Knee Strike	↓ + 2		
Underhand Strike	3		
Low Circular Swing	← + 3		
Double Thrust Strike	→ + 3		
Rising Swing	↓ + 3		
Side Kick	4		
Roundhouse Kick	← + 4	↓	
Low Foot Strike	↓ + 4		
Side Step Swing	SM	↑	
Gentle Spirit	1 1 3 3		COMBO CHAINS
Flowing Strikes	1 1 1 1		
Living Legend	1 1 2 ← + 2		

FATALITY	
Brain Ripper	←→→↓2

COMBOS

KARATE

HITS	DAMAGE %	COMBO
3	17	→+2 CS ←+1 ←+SM
3	18	→+2 →+2 ↑+4
5	20	1 1 CS 3 ←→+4
5	25	→+2 →+2 1 2 4
4	26	→+2 2 3 4
7	27	(wall) →+2 →+2 CS 2 2 3 3 4

7	29	(wall) →+2 →+2 CS 2 2 3 3 CS
6	29	(wall) →+2 1 2 3 3 3

JEET KUNE DO

HITS	DAMAGE %	COMBO
3	13	←+1 ←+1 ←+SM
4	18	←+1 ←+1 3 ←→+4
3	19	←+1 3 ←→+4
7	27	2 2 3 3 CS ←+2 ←→+4
8	29	(wall) ←+1 ←+1 3 2 2 3 3 4
8	30	2 2 3 3 CS ←+2 CS 2 4
10	31	(wall) 2 2 3 3 CS ←+2 1 1 3 3
7	33	(wall) ←+1 3 2 2 3 3 4
10	33	(wall) 2 2 3 3 CS ←+2 CS 3 3 3 3

NUNCHAKU

HITS	DAMAGE %	COMBO
3	17	←+2 ←+2 ←+4
4	20	SM CS 1 1 →+2
6	23	(wall) ←+2 ←+2 1 1 3 3
6	27	(wall) ←+2 ←+2 CS 3 3 3 3

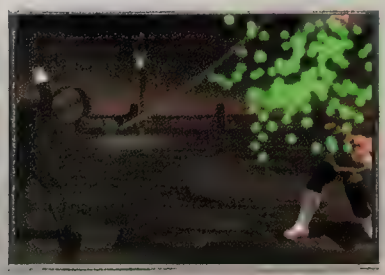
GENERAL

Miraculously resurrected a second time, Johnny Cage is back in fine form to battle in Mortal Kombat once again. His Jeet Kune Do stance serves as the workhorse, while his other stance options, Karate and Nunchaku, provide a little help.

Karate is a decent primary style, but it lacks any type of major low attack to keep opponents guessing. If Johnny connects with a *Knife Hammer Strike* (➡+2), he can easily score 26% using *Cutting Hands*.

In Jeet Kune Do, the *Knuckle Fist* (⬅+1) and *Sweeping Kick* (⬅+4) provide good mid and low hits respectively. The *Knuckle Fist* strikes quickly, and it serves as a good punishing move when opponents miss attacks in close. Be sure to spread the *Sweeping Kick* out liberally, and when you see your opponent crouching too much, use *Runner Up* to keep them hones--and in severe pain.

When using *Runner Up* by itself, take note of the recovery on each hit. As a basic poke pattern, try throwing out a few *Duck 'N Jab's* (Jeet Kune Do 2). The solo version works better than the *Double Jab's* (2 2), because it recovers much quicker. Once in a while, after annoying your opponent with a few single *Duck 'N Jab's*, go into the full *Runner Up* to catch them off guard and score a combo opportunity.



The *Shadow Kick* (⬅➡+4) is best used as a punishing move and a combo finisher. Don't throw it out randomly because, if it's blocked, your opponent is going to have a field day with combo opportunities. Only use it when you are certain it's going to connect or else you'll end up in pain - or worse.

For surprise counter-attacks, the *Johnny Uppercut* (⬅+SM) can go under some special attacks, such as *Scorpion's Spear* and other projectiles. If you anticipate incoming projectiles, throw out a *Johnny Uppercut* to sock the opponent into next week.

One final thing to remember is that Johnny Cage's *Taunt* (Jeet Kune Do SM) gives you a bit of life, and it's not a bad option after knocking your opponent away with a combo or *Shadow Kick*. Most of the time, opponents won't even be able to retaliate. Just be careful about knocking them into walls where they can land with a tech to recover faster.

SUMMARY

Johnny Cage works well in any of his stances, but the quick mix-ups in Jeet Kune Do make it his best option. He can do near 30% with a simple chain combo into finish, and his *Sweeping Kick* forces opponents to constantly guess between blocking high and low. Overall, Johnny Cage hovers around the middle of the pack. Not too strong, but he's definitely not a chump either.

OLD SCHOOL INFO

MORTAL KOMBAT I

A martial arts superstar trained by Great Masters from around the world, Cage uses his talents on the big screen. He is the current box-office champ and star of such movies as Dragon Fist and Dragon Fist II as well as the Award-Winning Sudden Violence.

Fatality
Uppercut Decapitation

MORTAL KOMBAT II

After Shang Tsung's tournament the martial arts superstar disappears. He follows Liu Kang into the Outworld. There he will compete in a twisted tournament, which holds the balance of earth's existence - as well as a script for another blockbuster movie.

Fatalities
Torso Rip
Uppercut Decapitation

MORTAL KOMBAT 3 SERIES

Killed in battle by an Outworld extermination squad, Johnny Cage's life came to a tragic end. But the celluloid superstar manages to cheat death when the merger of Earth and Outworld blocks his path to the afterlife. His soul takes possession of his body once again and enables Cage to rejoin his friends to battle for Earth's survival.

Fatalities
Back-Breaker of Doom
Uppercut Decapitation

MORTAL KOMBAT 4

After Shao Kahn's defeat, Cage's soul is free to leave to a higher place. From the heavens, he observes his friends engaged in battle. With the heavens in disarray, he learns of the war waged against the Elder Gods by Shinnok. Cage seeks out Raiden to help him restore his deceased soul and join Liu Kang in his quest. Once again, Johnny Cage finds himself fighting alongside Earth's greatest warriors.

Fatalities
Torso Destruction
Uppercut Decapitation

BIOGRAPHY

Kano had been defeated in a battle with Special Forces agent Sonya Blade during Shao Kahn's invasion of Earthrealm. Shao Kahn incarcerated Kano for this failure, but later hastily promoted him to General when he prevented the Emperor's assassination at the hands of the Shokan warrior known as Sheeva. With the merging of Earthrealm and Outworld not yet complete, Shao Kahn ordered Kano to portal back to the last remnants of Outworld to gather more troops for the final push against the Earthrealm opposition.

STATUS	*Mercenary*
ALIGNMENT	*Evil*
WEIGHT	*200*
HEIGHT	*5' 10"*
FIGHT STYLES	*Xing Yi* *Aikido* *Butterfly*
DIFFICULTY	*3*

SPECIAL MOVES

NAME	COMMAND	NOTE
Cannon Ball	←→+1	↓
Eye Laser	→→+2	

XING YI

NAME	COMMAND	NOTE	
Straight Punch	1		BASIC MOVES
Power Fist	←+1	↓	
Low Palm Strike	↓+1		
Axe Strike	2		
Eagle Strike	↓+2		
Tiger Strike	→+2	↓	
Front Snap Kick	3		
Low Elbow Strike	↓+3		
Rising Knee	4		
Hopping Back Kick	←+4		
Toe Strike	↓+4		
Lifting High Kick	↑+4	↑	
Reversal	SM		
Throw	→+SM		
Sure Fire	4 2	↑	COMBO CHAINS
Casualty	4 3		
Seek and Destroy	1 1 4 3		
Dead Zone	1 1 ↓+4	↑	
Backlash	1 1 ←+4	↓	
Minimum Damage	1 1 2	↑	
Maximum Damage	1 1 2 CS	↑	
Honor and Disgrace	2 ←+1	↓	
Three Powers	1 1 2 ←+1	↓	
Assault and Battery	1 1 4 2	↑	

AIKIDO

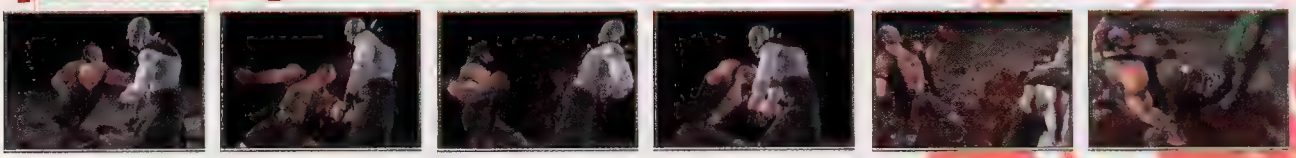
NAME	COMMAND	NOTE	
Heaven and Earth Throw	1		BASIC MOVES
Low Frontal Punch	↓+1		
Breath-Power Throw	2		
Low Toe Kick	↓+2		
Side Kick	3		
Crescent Kick	←+3	↓	
Low Side Kick	↓+3		
Frontal Kick	4		
Knee Kick	←+4		
Low Step Kick	↓+4		
Neijin	SM		
Throw	→+SM		
2-Hit Doom	4 ←+3	↓	COMBO CHAINS
Underdog	4 4 3		
Total Karnage	4 4 ←+3	↓	
Destroyer	4 3 CS ←+2	↓	
Killing Time	4 4 3 CS ←+2	↓	

BUTTERFLY

NAME	COMMAND	NOTE	
Jut Do	1		BASIC MOVES
Piercing Low Strike	↓+1		
Downward Circling Sword	←+1		
Twisting Sword	2	↑	
Rising Strike	↓+2		
Upward Circling Sword	←+2		
Biu Do	3		
Push Strike	→+3	↓	
Cutting Sword	↓+3		
Pek Do	4		
Rising Chop	↓+4		
Cutthroat	1 →+3	↓	COMBO CHAINS
Ear to Ear	←+1 ←+2	↓	
Lost Dragon	4 →+3	↓	

FATALITY

Open Heart Surgery → ↑ ↑ ↓ 1



COMBOS

XING YI

HITS	DAMAGE %	COMBO
3	20	↑+4 3 ←+1
6	16	1 1 4 2 3 ←→+1
6	18	1 1 ↑+4 ↑+4 4 3
6	18	1 1 ↑+4 ↑+4 3 ←→+1
5	20	1 1 ↑+4 ↑+4 1 1 2
5	21	1 1 ↑+4 ↑+4 1 1 ↑+4
4	22	↑+4 ↑+4 3 3
6	26	↑+4 ↑+4 CS (walk up) 4 3 CS
8	27	1 1 2 CS CS ←+1 ←+2
8	29	1 1 2 CS (walk up) 4 3 CS

11	34	(near wall) 1 1 2 CS 4 4 3 CS ←+1
8	37	(wall) ↑+4 CS 4 4 3 CS ←+2

AIKIDO

HITS	DAMAGE %	COMBO
8		SM CS CS 1 1 2 CS CS ←+1 ←+1
8		SM CS CS 1 1 2 CS 4 3 CS
8	12	(wall) SM CS CS ↑+4 CS 4 4 3 CS ←+2

BUTTERFLY

HITS	DAMAGE %	COMBO
3	18	2 CS 3 →+2
4	19	2 2 CS 3 ←→+1
4	21	2 CS ↑+4 3 3
6	23	2 2 ←+1 ←+2
5	24	2 ←+1 ←+2

GENERAL

The leader of the infamous Black Dragon Clan, Kano returns to make his mark on Mortal Kombat. His combination of blinding speed and easy combo damage makes him a contender at all levels. In addition, his Aikido stance gives him some additional ranged throw options that power up his offense. This makes Kano a threat in any stance.

In Xing Yi stance, *Dead Zone* (1 1 ↑+4) is the best option for punishing opponents mistakes up close. Since you score a free combo opportunity once *Dead Zone* connects, look to use it whenever Kano is in Xing Yi stance. If you block an opponent's attack that leaves you at mid-range, or your opponent whiffs and attack from a distance, punish with the *Cannon Ball* (← →+1) instead.

Perhaps the most effective Kano trick is to get right up into your opponent's face and look for the side-step, then throw the *Cannon Ball*. If an opponent is attacking when Kano sidesteps their attack, he whips around and ends up in perfect position to *Cannon Ball* them in the face. Depending on what stance you are in, you might opt for a combo launch. Both *Dead Zone* from Xing Yi, and *Twisting Sword* from Butterfly work perfectly in this situation.

In Akido stance, an easy mix-up consists of switching between the *Knee Kick* (←+4) and the *Breath-Power* throw (2). Since the *Knee Kick* hits low and forces the opponent to crouch and block, this sets up an easy snatch via the *Breath-Power* throw. After a *Breath-Power* Throw connects, take one quick-step forward, then either do the Knee Kick or Breath-Power Throw again!

For moving around, Akido quick-steps combined with Heaven and Earth Throw whiffs can get him moving forward pretty quickly. None of Kano's stances are very quick compared to some of the other characters, but try experimenting with quick-dashes cancelled into the special throw attempts. You can cover a good amount of distance, especially if you use the throw right at the end of your advance to snatch an unsuspecting opponent. Don't try this trick with the Breath-Power Throw or you'll end up doing the Eye Laser (→ →+2). If that's blocked, it ain't gonna be pretty.

SUMMARY

With an awesome avoid-step game and some high damage combos using the Power-Up, Kano deals damage like a champ. His Cannon Ball is by far one of the most useful special moves because it strikes incredibly fast from close to mid-range. Combined with good sidestepping and setups, the Cannon Ball can become a real thorn in your opponents side. Xing Yi is probably his most useful stance because he can do near 30% kombos with ease. However, don't write off Butterfly stance and its simple combos as well.

MORTAL KOMBAT I

Mercenary, thug, extortionist, thief– Kano lives a life of crime and injustice. He is a devoted member of the Black Dragon, a dangerous group of cutthroat madmen that are feared and respected throughout all of crime's inner circles. Believing Shang Tsung's palace to be made of gold, Kano has entered the tournament in order to gain access to and loot the palace.

Heart Rip

MORTAL KOMBAT 3 SERIES

Kano was thought to have been killed in the first tournament. Instead, Sonya found him alive in the Outworld where he again escapes capture. Before the actual Outworld invasion, Kano convinces Shao Kahn to spare his soul. Kahn needs someone to teach his warriors how to use Earth's weapons. Kano is the man to do it.

Eye Laser Meltdown
Skeleton Rip

BIOGRAPHY

Sensing the cries of his captured ancestors, Kenshi made a vow to slay Shang Tsung in order to free them from his grasp. When he learned of Shang Tsung's escape to Outworld, Kenshi agreed to help the Special Forces search for the missing agent Cyrax as a means of gaining access to that realm, which allowed him to act as both rescue party and spy. Shortly after discovering the sorcerer's whereabouts, the Agency was destroyed and with it his only means for a return to Earth. Kenshi now finds himself facing the Deadly Alliance on his own.

STATUS	*Swordsman*
ALIGNMENT	*Unknown*
WEIGHT	*185*
HEIGHT	*6' 11"*
FIGHT STYLES	*Tai Chi* *San Shou* *Katana*
DIFFICULTY	*4*

SPECIAL MOVES

NAME	COMMAND	NOTE
Telekenetic Slam	←↓←+1	↑
Telekenetic Toss	↓←+4	↓
Telekenetic Push	→→+2	↓

TAI CHI

NAME	COMMAND	NOTE
Palm Strike	1	
Rising Spade Hand	←+1	↑
Pushing Hands	→+1	↓
Dual Fist Strike	↓+1	
Chopping Strike	2	
Quick Uppercut	←+2	
Rising Uppercut	↓+2	
Straight Kick	3	
Low Lean Kick	↓+3	
Spinning Roundhouse	4	↓
Low Spin Kick	↓+4	
Standing Sweep	←+4	↓
Taunt	SM	
Throw	→+SM	
Empty & Full	1 1	
Blind Justice	←+2 3	↓
Play By Ear	2 2 2 3	
Dark Fists	2 2 2 1 1	
Fading Light	2 2 2 ←+1	↑
Nightfall	2 2 2 CS 1 3	
Out Of Sight	2 2 2 CS 1 CS	↑
See No Evil	2 2 2 CS 1 ←+3	

BASIC MOVES

COMBO CHAINS

SAN SHOU

NAME	COMMAND	NOTE
Hook Punch	1	
Long Range Fist	←+1	↑
Low Jab	↓+1	
Face Strike	2	
Knee Knocker	→+2	
Rising Elbow	↓+2	
Side Kick	3	
Low Sweep	↓+3	
Propelling Hook Kick	←+3	
Rising Toe Kick	→+3	↑
Snapping Roundhouse	4	
Spinning Roundhouse	←+4	↓
Shin Kick	↓+4	
Neijin	SM	
Throw	→+SM	
Don't Blink	4 4	
Natural Way	2 1 3	
Near Sight	2 1 CS	↑
All Ears	2 1 ←+3	↓

BASIC MOVES

COMBO CHAINS

KATANA

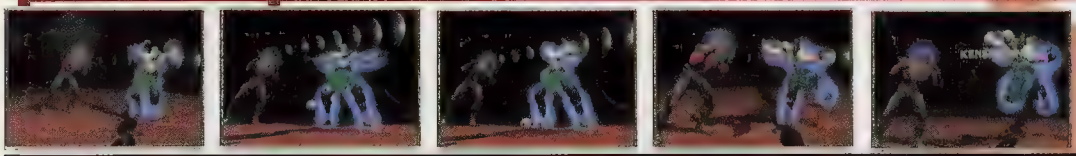
NAME	COMMAND	NOTE
Spinning Slash	1	
Upward Slash	↓+1	
Reverse Stab	2	
Edge Slash	↓+2	
Rising Slash	3	↑
Charging Slash	→+3	
Piercing Blade	↓+3	
Crescent Blade Strike	4	
Sweeping Blade	↓+4	
Sidestep Swing	SM	
Day Break	1 2	
Rising Dragon	1 3	↑
Blind Slice	4 3	↑
Moon Strike	4 4	
Edge Of Pain	4 1 1 3	↑

BASIC MOVES

COMBO CHAINS

FATALITY

Telekinetic Crush	→ ← → ↓ 3



COMBOS

TAI CHI

HITS	DAMAGE %	COMBO
9	37	2 2 2 ←+1 ←+1 3 ← ↓ ← +1 ↓ ← +4

9	40	2 2 2 ←+1 ← ↓ ← +1 2 ← ↓ ← +1 ↓ ← +4
11	43	2 2 2 CS 1 CS 3 ↓+1 ← ↓ ← +1 ↓ ← +4
8	45	←+1 ← ↓ ← +1 ←+1 ← ↓ ← +1 2 ← ↓ ← +1 ↓ ← +4
11	47	2 2 2 ←+1 ← ↓ ← +1 ←+1 ← ↓ ← +1 2 ← ↓ ← +1 ↓ ← +4
9		** ← ↓ ← +1 ←+1 ← ↓ ← +1 ←+1 ← ↓ ← +1 3 ← ↓ ← +1 ↓ ← +4 **
9		← ↓ ← +1 ←+1 ← ↓ ← +1 ←+1 ← ↓ ← +1 ↓+2 ← ↓ ← +1 ↓ ← +4

SAN SHOU

HITS	DAMAGE %	COMBO
6	33	←+1 ←+1 3 ← ↓ ← +1 ↓ ← +4
8	35	2 1 CS 3 ↓+1 ← ↓ ← +1 ↓ ← +4
8	42	←+1 ← ↓ ← +1 ←+1 ← ↓ ← +1 ↓+2 ← ↓ ← +1 ↓ ← +4
9	46	SM CS CS ← ↓ ← +1 ←+1 ← ↓ ← +1 ←+1 ← ↓ ← +1 ↓+2 ← ↓ ← +1 ↓ ← +4

HITS	DAMAGE %	COMBO
7	27	4 1 1 3 3 ↓+1 → →+2
8	33	4 1 1 3 3 ← ↓ ← +1 4 3
9	34	4 1 1 3 3 CS 2 ← ↓ ← +1 ←+2 3
7	36	1 3 3 ↓+1 ← ↓ ← +1 ↓ ← +4
8	41	4 1 1 3 3 ← ↓ ← +1 ↓ ← +4
9	42	4 1 1 3 3 CS 2 ← ↓ ← +1 ↓ ← +4

GENERAL

Making his debut in *MKDA*, Kenshi arrives on the scene in full force. As the master of juggling and the king of combo damage, he takes no prisoners while leaving broken bodies in his wake.

Since solid opponents will quickly realize the damage potential Kenshi has to offer, they will most-likely play a defensive game. One Telekenetic Lift can end the game, inflicting over 50% damage without a power-up. Also, from any of his stances, Kenshi can throw down 40% combos with ease, ultimately posing a threat whenever he's in the arena.

From his Tai Chi stance, the *Fading Light* and *Out of Sight* combo chains provide some of his best mix-ups. This is mainly because he has the option of either attempting (1) a quick combo chain into a launch, switching stances and trying to launch, or (2) cut either variation short and begin even more offensive trickery. You want to train your opponent to expect the chains to be cut short after the first three hits. That way, when you decide to finish with either *Out of Sight* or *Fading Light*, you'll score a combo opportunity.

If you decide to go for *Out of Sight* and the opponent blocks it, remember the *Sidestep Swing* (Katana Stance SM) for a last line of defense. If the opponent tries anything slow in retaliation, the *Sidestep Swing* will often avoid them completely and strike them down in return.

Another tricky mix-up involves cutting any of his longer combo chains short, then attempting to side step incoming retaliation attempts. Depending on whether you ended up in Tai Chi or San Shou stance, be ready to lay down the pain if you sidestep your opponent's next attack.

Once in Katana stance, *Edge of Pain* works well as both a punishment tool, and an attacking device. If you know your opponent won't block it, it's wise to go through with all four hits, then finish with a devastating combo. However, if you just want to apply pressure, use only the first two or three hits. If blocked, remember the *Sidestep Swing*. If you notice the first two or three hits connecting, and you can react fast enough, finish *Edge of Pain* and a follow-up combo.

Concerning special moves, Kenshi only has one highly-useful option: the *Telekenetic Slam* (← ↓ ← + 1). Although the *Telekenetic Push* and *Telekenetic Toss* do, in fact, have some uses, it's the *Slam* that you will be using the most.

If your opponent ever misses a slow-recovery move, use the *Slam* to pick them off their feet and follow with a combo. Also, any time you launch the opponent, use the *Slam* to further increase your combo capabilities. Be sure to study all of the *Telekenetic Slam* combo options, especially the ones that work at different distances. Mastering the *Slam* is one of the most important concepts when playing as Kenshi.

One thing you should keep in mind is an annoying tendency that the *Telekenetic Push* has. When you try to get close to your opponent, and you do it too quickly using the quickstep and you try to begin any combo chain that starts with 2, there are times when you'll accidentally perform the *Push*. Obviously, if your opponent blocks it, some serious damage will probably be coming your way.

One problem that Kenshi suffers from is the lack of quick low attacks. In order to keep the opponent guessing, mix-up your combo chains with basic attacks, frequently going low. This way, you can train them to worry about being tripped, and then lift them off the ground with *Rising Spade Hand* (Tai Chi ← + 1), *Long Range Fist* (San Shou ← + 1), or *Rising Slash* (Katana 3).

The best way to get your opponent to block low is to throw out a *Standing Sweep* (Tai Chi ← + 4), a *Low Sweep* (San Shou ← + 3), or a *Sweeping Blade* (Katana ↓ + 4). Of these three, the *Sweeping Blade* from Katana stance has the longest range and it comes out very quickly.

Overall, each stance has its bonuses, however, Kenshi has the best combos and attack options while in the Tai Chi and Katana stances. Even though San Shou seems a bit weaker than the others, remember that Kenshi can use the *Power-Up* (San Shou SM) to pump up his attack damage temporarily. Definitely a bonus!

SUMMARY

With some of the easiest big-damage kombos in the game, Kenshi can tear an opponent to shreds in seconds. Knowing when to use the *Telekenetic Lift* to punish opponents, or even interrupt their attack options, is possibly the most important factor for high-level Kenshi play. Not only does he possess a solid set of combo chains, but his overall combo damage is unrivaled. Kenshi is definitely one of the best.

BIOGRAPHY

Kung Lao was the first to find the body of his friend and fellow Shaolin monk Lui Kang. He later discovered that it was in fact Shang Tsung who had dealt the fatal blow. Enraged, Kung Lao abandoned his Shaolin beliefs and vowed revenge against the sorcerer. He knew that his fighting skill would not be sufficient to best Shang Tsung. He would need training from the same Outworld master who had taught Liu Kang the one special attack he needed to win the Mortal Kombat tournament so many years ago.

STATUS	*Shaolin Monk*
ALIGNMENT	*Good*
WEIGHT	*175*
HEIGHT	*5' 10"*
FIGHT STYLES	*Shaolin Fist* *Mantis* *Broadsword*
DIFFICULTY	*2*

SPECIAL MOVES

NAME	COMMAND	NOTE
Hat Throw	← → + 1	
Whirlwind Kicks	↓ ← + 4	↓

MANTIS

NAME	COMMAND	NOTE
Drilling Punch	1	
Low Thrusting Palm	↓ + 1	
Power Forcing Fist	2	
Double Mantis Strike	← + 2	↓
Sweeping Punch	↓ + 2	
Leg Sprouting Kick	3	
Ward Off Punch	↓ + 3	
Toppling Kick	← + 3	
Chest Piercing Kick	4	
Seven Star Hit	↓ + 4	
Leg Squatting Kick	← + 4	↓
Single Leg Soaring Kick	↑ + 4	↑
Taunt	SM	
Throw	→ + SM	

BASIC MOVES

NAME	COMMAND	NOTE
Lotus Petals	3 3	
18 Elders	1 1 1	
Natural Death	1 1 2 4	↓
Cave Mantis	1 1 3 3	
Five Blessings	1 1 2 ← + 2	↓
Deadly Insect	1 1 1 CS 4 3	
White Lotus	1 1 1 CS 2 4 3	
Peaceful Life	1 1 1 CS 4 4 3	↓
Teachers Pet	1 1 1 CS 4 4 CS	↑
Fallen Hero	1 1 1 CS 4 4 → + 2	↓

COMBO CHAINS

SHAOLIN FIST

NAME	COMMAND	NOTE
Buddha Fist	1	
Low Axe Palm	↓ + 1	
Attack the Heart	← + 1	
Curved Hook Punch	2	
Palm Heel Strike	↓ + 2	
Backfist Strike	← + 2	
Fore Knuckle Fist	→ + 2	↓
Roundhouse Strike	3	
Low Back Fist	↓ + 3	
Front Kick	4	
Low Knuckle Punch	↓ + 4	
Sweeping Blade Kick	← + 4	↓
Neijin	SM	
Throw	→ + SM	

BASIC MOVES

NAME	COMMAND	NOTE
Double Kicks	4 3	
Shaolin Faith	4 → + 2	↓
Shout of Spirit	1 4 3	
Rushing Buddha	2 4 3	
Enlightenment	1 4 4 3	↓
Shaolin Beat Down	1 2 4 3	
Pins and Needles	1 4 4 CS	↑
Hurricane	1 4 4 → + 2	↓

COMBO CHAINS

BROADSWORD

NAME	COMMAND	NOTE
Crosscutting Slash	1	
Twisting Body Strike	→ + 1	
Piercing Low Lunge	↓ + 1	
Crushing Side Slash	2	
Overhead Strike	↓ + 2	
Gut Ripping Stab	3	
Rising Slash	← + 3	↑
Low Stab	↓ + 3	
Half Moon Slash	4	
Full Moon Strike	→ + 4	
Spinning Low Slash	↓ + 4	

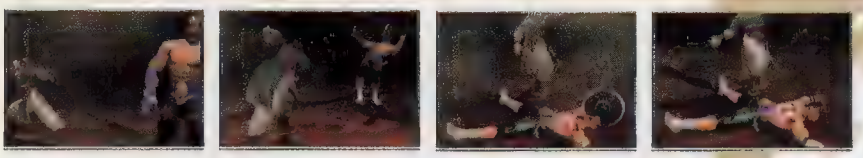
BASIC MOVES

NAME	COMMAND	NOTE
Sharpen the Mind	2 1	
Clouds Over Head	2 2	
Tiger Leaps Suddenly	2 → + 1	
Onslaught	4 ↓ + 4	
Rise and Shine	4 → + 1	
Dao Strikes	2 4 ↓ + 4	
Phoenix Tail	2 4 → + 1	

COMBO CHAINS

FATALITY

Splitting Headache	↓ ↑ ← 3



COMBOS

MANTIS

HITS	DAMAGE %	COMBO
2	15	↑+4 ←→+1
5	21	↑+4 ↑+4 1 4 3
5	23	↑+4 ↑+4 ↓←+4
5	27	↑+4 1 1 2 4
10	31	1 1 1 CS 4 4 CS ↓←+4

8	35	↑+4 ↑+4 1 1 1 CS 4 4
9	41	(wall) ↑+4 ↑+4 1 1 1 CS 4 4 CS

SHAOLIN FIST

HITS	DAMAGE %	COMBO
6	21	1 4 4 CS →+1
6	21	1 4 4 CS 2 1
11	71	SM CS CS 1 1 1 CS 4 4 CS ←+3 ↓←+4

13	73	(wall) SM CS CS 1 1 1 CS 4 4 CS ←+3 2 4 ↓+4

BROADSWORD

HITS	DMG%	COMBO
5	24	←+3 ←+3 ↓←+4
3	22	←+3 2 1
6	31	(wall) ←+3 2 4 ↓+4

GENERAL

After a brief vacation from the *Mortal Kombat* series, Kung Lao is back in action. This time he brings solid mix-ups and huge combo damage potential. He has some of the most damaging combos in the game and his basic combos are easy to do—and hit hard as well. Kung Lao is definitely not to be underestimated.

In the special-move department, Kung Lao is somewhat lacking. Both the *Hat Throw* (◀▶+1) and the *Whirlwind Kicks* (▼◀+4) have very specific uses, and don't lend themselves to variety. On the bright side, Kung Lao is definitely not reliant on his special moves, and can make the most out of any battle with his crazy mix-up chain combos!

From Mantis stance, the *18 Elders* combo chain is one of the better ways to start off his attack options. Since it consists of three quick punches to the face, you can use it to interrupt incoming attacks, and to probe to see what your opponent is doing next. Of course, if you ever see it hit, go right into *Teachers Pet*. From there, finish up with a combo for maximum damage!

Another Mantis mix-up involves switching between the Squatting Leg Kick (◀+4) and the *Single Leg Soaring Kick* (▲+4). While the first option strikes low and trips the opponent, the second is a mid strike and sends them to the sky. Train your opponent to block low, and then rock them with the *Single Leg Soaring Kick* and combo follow-up.

Though the *Hat Throw* recovers pretty slowly, it does have a decent use or two. The most important time to use it is when you and your opponent are slightly apart, and you think that you can take the lead or win by trading hits with an incoming projectile. Obviously it's not a wise idea to trade with Sub-Zero because he can take the hit and freeze you, then combo in return.

When in Mantis stance, you'll notice Kung Lao has an awesome forward quickstep. By tapping forward once, waiting a split second for him to dash forward, and then tapping forward again, you can cover a vast distance in a short time. This is an excellent way to get in close after knocking your opponent away. Mantis is by far Kung Lao's fastest traveling stance, so remember that when you want to play an offensive game.

In Shaolin Fist stance, *Pins and Needles* is a good punishment combo chain because it ends with a stance switch launch. Mixing up the first two or three hits, and then continuing into a *Sweeping Blade Kick* (Shaolin Fist ◀+4) can really keep your opponent on their toes. Since the *Sweeping Blade Kick* is incredibly fast, your opponent will initially be susceptible to repeated sweeps. Once the novelty wears off, remember that you still have *Pins and Needles* at your disposal.

The speed of the *Whirlwind Kicks* is something to keep in mind at all times. Sometimes it will be difficult or even impossible to punish opponents with conventional combo methods, so the *Whirlwind Kicks* come in handy. The first kick strikes so fast, and from such a distance, that it makes Kung Lao even deadlier at mid-range.

SUMMARY

Deadly as ever, and ready to dish out cruel and unusual punishment, Kung Lao isn't a chump in *MKDA*! He has one of the fastest movement stances with Mantis, his *Whirlwind Kicks* come out exceptionally fast, and his combos are easy and damaging. Also, proper use of his Power-Up makes Kung Lao outright dangerous. No one messes with this Shaolin master! NO ONE!

OLD SCHOOL INFO

MORTAL KOMBAT I

A former Shaolin Monk and a member of the White Lotus society, he is the last descendant of the great Kung Lao who was defeated by Goro 500 years ago. Realizing the danger of the Outworld menace, he joins Liu Kang in entering Shao Kahn's contest.

Fatalities
Hat Slice
Hat Toss Decapitation

MORTAL KOMBAT 3 SERIES

Kung Lao's plan to reform the White Lotus Society comes to a halt when Shao Kahn's invasion takes the Earth by storm. As a chosen warrior, Kung Lao must use his greatest fighting skills to bring down Shao Kahn's reign of terror.

Fatalities
Hat Toss Mega-Slice
Whirlwind Frenzy

BIOGRAPHY

The Deadly Alliance commanded Kano and his troops to force a small population of people to construct a palace fortress. Once of those enslaved was Li Mei, who rebelled against the invaders and attacked Kano himself. Recognizing the warrior spirit she possessed, the sorcerer Quan Chi offered to free her people if she could win the Deadly Alliance Tournament. If she did not win, however, she would be forced to serve the Alliance and her people would remain slaves forever. Li Mei had no choice but to accept the offer.

STATUS	*Student*
ALIGNMENT	*Good*
WEIGHT	*120*
HEIGHT	*5' 11"*
FIGHT STYLES	*Baji Quan* *Lui He Ba Fa* *Sai*
DIFFICULTY	*3*

SPECIAL MOVES

NAME	COMMAND	NOTE
Flying Fists	→ → + 2	
KartWheel	↓ ← + 4	
Klock Kick	→ ↓ + 3	↑
Sparkler	↓ ← + 1	

BAJI QUAN

NAME	COMMAND	NOTE	
Wing Arm	1		BASIC MOVES
Low Scooping Arm	↓ + 1		
Upward Palm Strike	→ + 1	↑	
Thrusting Fingers	2		
Scooping Arm	↓ + 2		
Circling Hand Strike	← + 2	↑	
Scraping Kick	3		
Low Kick	↓ + 3		
Lifting Kick	4		
Rising Elbow	↓ + 4		
Nailing Kick	← + 4	↑	
Taunt	SM		
Throw	→ + SM		
Setting Sun	4 4 4		COMBO CHAINS
All Natural	4 4 CS 4		
Rising Sun	4 4 CS ← + 1	↑	
Linked Strength	4 4 CS ← + 1 CS		

LUI HE BA FA

NAME	COMMAND	NOTE	
Sideward Palm	1		BASIC MOVES
Hammer Palm	← + 1	↑	
Halting Palm	↓ + 1		
Heel Palm Strike	↑ + 1	↓	
Open Fist Strike	2		
Low Jab Fist	↓ + 2		
Back Kick	3		
Sweeping Kick	← + 3	↓	
Back Sweep	↓ + 3	↓	
Spinning Elbow	4		
Lifting Knee	← + 4		
Low Sideward Palm	↓ + 4		
Shove	SM		
Throw	→ + SM		
Lost Rose	2 4		COMBO CHAINS
Pink Dragon	3 3		
Extreme Fists	1 1 1		
Unleashed	2 ← + 1	↑	
Explosive Strength	1 1 ← + 4		
Rejuvenation	1 1 2 4		
Coiled Dragon	1 1 3 3		
Golden Path	1 1 2 ← + 1	↑	
Flower Blossom	1 1 2 ← + 1 CS		

SAI

NAME	COMMAND	NOTE	
Forward Thrust	1		BASIC MOVES
Overhead Smash	← + 1	↑	
Low Swipe	↓ + 1		
Gut Stab	2		
Rising Sai	↑ + 2	↑	
Low Thrust	↓ + 2		
Foot Spike	3		
Knee Poke	↓ + 3		
Side Swipe	4		
Sweeping Sai	← + 4	↓	
Hooking Stab	↓ + 4		
Impale	SM		

FATALITY

SUPER CRUSH KICK	→→↓→4	SWEEP RANGE

COMBOS

BAJI QUAN

HITS	DAMAGE %	COMBO
8	25	→↓+3 →↓+3 3 →→+2
5	26	→↓+3 →↓+3 3 ↓←+4

12	30	4 4 CS ←+1 ←+1 2 4 →→+2
6	31	4 4 CS ←+1 ←+1 CS
12	33	4 4 CS ←+1 →↓+3 (walk up) 2 4 →→+2

LUI HE BA FA

HITS	DAMAGE %	COMBO
9	20	1 1 2 ←+1 ←+1 2 ↓←+4

7	28	→↓+3 →↓+3 (walk up) 2 ↓←+4
7	29	→↓+3 →↓+3 (walk up) 2 4 →→+2

SAI

HITS	DAMAGE %	COMBO
8	19	↑+2 →↓+3 1 →→+2
12		SM (impale) 4 4 CS ←+1 →↓+3 (walk up) 2 4 →→+2

GENERAL

Li Mei, the Chinese beauty, makes a strong showing in her very first Mortal Kombat. Unlike most characters, Li Mei benefits from a launcher that can strike from mid range, as well as up close. Unfortunately her combos are not particularly damaging, but with the ability to connect them from further distances, she usually gets them to connect more often.

The *Klock Kick* (➡⬇+3) is Li Mei's special move juggle combo starter. As mentioned, it hits from a much further range than most combo starters due to its awesome windup and forward momentum. It comes out every quickly, and recovers almost as fast. This allows her to throw it out at key moments in a battle and score some quick combo damage. Practice your combos off the *Klock Kick* because, in general, Li Mei doesn't inflict much damage. By knowing which options hurt opponents the most, you'll be able to take advantage of every launch opportunity.

For Baji Quan stance, the *Rising Sun* combo chain is should be your primary attack. The initial kicks (4 4) hit extremely fast and recovery quickly as well. By poking with one or two of these kicks alone, you can keep your opponent pinned in certain situations where they would normally attack.

Like most characters, Li Mei can take advantage of the stance switching ability in *Rising Sun* as well. By performing up to the stance switch, but not finishing the launch, she can put opponents on the defense. From here, go right into *Golden Path*, another amazing attack string. Both end with the *Hammer Palm* (Lui He Ba Fa ⬅+1), which sends opponents skyward for another combo opportunity.

Li Mei's *Impale* (Sai SM) is as useful as always. If you can connect with it, the life will slowly drain out of your opponent forcing them to take risky offensive chances in order to knock you out early. Also, when you can keep your opponent from attacking, with pin down techniques or a combo, they will also take additional damage. Unfortunately, Li Mei will lose her Sai stance once she has impaled the opponent. The tradeoff is well worth it, that's for sure!

The *Flying Fists* (➡➡+2) is a highly useful special move. It covers a good amount of ground and recovers faster than you would expect. It can be used as a transportation device to bring Li Mei closer to her opponent, or as a punisher to hit enemies after she blocks a move from mid-range. If your opponent blocks the *Flying Fists*, try to use an avoid-step against their next attack, then retaliate with a *Klock Kick*, or a launcher depending on what stance you are in.

SUMMARY

With the ability to launch and combo at any range in any stance, Li Mei shows her versatility and effectiveness. Her combos aren't incredibly damaging, but they're both stylish and technical. Skilled players may find the challenge of playing Li Mei interesting, and overlook the fact that it takes a bit of effort to put out 30% combos. However, she has excellent mix-ups and can chip away at an opponent's health bit by bit. Combined with her speed and range, Li Mei is not only fun, but deadly in the right hands.

BIOGRAPHY

The Red Dragon had existed for centuries as a secretive criminal organization. Members such as Mavado were highly skilled and disciplined warriors. But in the last century, many of the more reckless members because dissatisfied with the restraints the code of the Red Dragon placed on them and broke away to form their own gang. Since then, it has been the Red Dragon's number one priority to completely eradicate the infidels known collectively as the Black Dragon.

STATUS	*Red Dragon*
ALIGNMENT	*Evil*
WEIGHT	*175*
HEIGHT	*5' 9"*
FIGHT STYLES	*Long Fist* *Wing Chun* *Hookswords*
DIFFICULTY	*5*

SPECIAL MOVES

NAME	COMMAND	NOTE
Grappling Hook Strike	➡➡+3	↓
Change Sides Hook	↓↑+2	

LONG FIST

NAME	COMMAND	NOTE	
Flat Punch	1		BASIC MOVES
Knee Strike	⬅+1		
Ducking Claw	↓+1		
Long Straight Fist	2	↓	
Crane Strike	⬅+2	↑	
Low Strike	↓+2		
Heel Kick	3		
Ducking Fist	↓+3		
Cutkick	4	↓	
Floor Kick	↓+4		
Spinning Crane	➡+4	↑	
Shove	SM		
Throw	➡+SM	↓	
Longfist Blast	1 1 2		COMBO CHAINS
Forklift	1 1 ⬅+2	↑	

HOOK SWORDS

NAME	COMMAND	NOTE	
Chest Strike	1		BASIC MOVES
Low Reverse Blow	↓+1		
Downward Hook Strike	2		
Twin Overhead Strike	⬅+2		
One Hook Sweep	↓+2		
Low High 2-hit	3		
Twin Overhead Slam	⬅+3	↓	
Scissors Swipe	↓+3		
Stepping Chest Strike	4		
Upward Cross Strike	↓+4		
Dual Hook Strike	➡+4	↓	
Sidestep Swing	SM		
Kabal's Torment	4 4 2		COMBO CHAINS
Strength and Balance	4 4 ⬅+3	↓	
Hook N Bash	4 4 ⬅+2		
Blazing Fury	2 4 4 2		
Brutal Revenge	2 4 4 ⬅+3	↓	
Kabal's Return	2 4 4 ⬅+2		

WING CHUN

NAME	COMMAND	NOTE	
Outside Whip Punch	1		BASIC MOVES
Low Punch	↓+1		
Hammerfist	2		
Low Whip jab	↓+2		
Sidekick	3		
Shin Kick	↓ 3		
Front Heel Kick	4		
Sweep Kick	↓+4		
Dragon Tongue	SM		
Throw	➡+SM	↓	
Mavado Surprise	4 3		COMBO CHAINS
Lin Wan Kuen	1 1 1		
Determination	2 4 3		
Storm Kicks	4 4 3		
Rolling Hands	1 2 4 3		
Red Dragon	2 4 4 3		
Empty Shadow	1 1 ↑+1	↓	
Control of Power	1 2 4 4 3		
Chainsaw	1 2 4 CS 4 2		
Sacred Band	1 2 4 CS 4 ⬅+3	↓	
Downfall	1 2 4 CS 4 ⬅ 2		

FATALITY

Kick Thrust ← ← 4 ↑ 1

COMBOS

LONG FIST

HITS	DAMAGE %	COMBO
4	22	←+2 ←+2 CS (walk up) 4 3

HITS	DAMAGE %	COMBO
5	23	←+2 ←+2 CS 1 1 1

HITS	DAMAGE %	COMBO
6	23	1 1 ←+2 ←+2 CS (walk up) 4 3

HITS	DAMAGE %	COMBO
7	25	1 1 ←+2 ←+2 1 1 ←+2

HITS	DAMAGE %	COMBO
5	26	←+2 ←+2 1 1 ←+2
11	38	(near wall) 1 1 ←+2 ←+2 CS 1 2 4 CS 4 ←+3

GENERAL

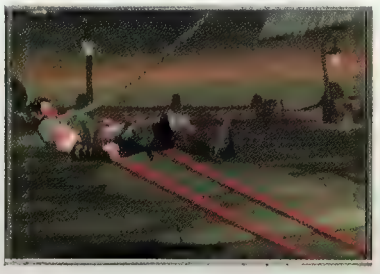
Mavado has the distinct feature of being the only character in the game with no overpowering special moves. Both of his moves are more of a set up rather than the typical power strike and they really aren't necessary to play him effectively. Mavado also has no launching combos outside of his basic Long Fist stance.

Poking with the first two hits of the *Forklift* from his Long Fist stance primes the opponent to eat all three strikes once you decide to continue. Also, in guaranteed hit opportunities, (after your opponent misses a special move or has a combo chain blocked) the *Forklift* works perfectly for initiating combos. Unfortunately it doesn't lead to much damage, but it's useful nonetheless.

In stances outside of Long Fist, it's important to set the opponents up for knockdown attacks. After knocking your opponent down, you have a major advantage since there are no rising attacks in *MKDA*. From Wing Chun, try to make your opponent eat a *Sacred Band*. In Hook Swords, look to connect with *Brutal Revenge*. After the knockdown connects, stand over the opponent and go right into another combo chain mix-up. Since the opponent will not be able to interrupt you as they rise, you retain the advantage.

While in his Hook Swords stance, use Mavado's extended range to keep the opponent at bay. The *Twin Overhead Slam* (←+3) and the *Dual Hook Strike* (→+4) are great punishers from sweep range and closer. Both score a free knockdown and allow you to go right back into your mix-ups.

When cornered, if you don't want to attempt to jump over your opponent to get out, you might want to try the *Change Sides* (↓↑+2) technique. It will whip you around your opponent, so keep that in mind if it might actually put you deeper into the corner. Most of the time, it's safer and faster to simply jump over your opponent's head.



SUMMARY

With no real combo options and limited punishing ability, Mavado is at a real disadvantage when fighting some of the more versatile characters. Skilled players will chose Mavado if they want a challenge, but novice players should stay away until they've begun to master the techniques that Mavado has to offer.

BIOGRAPHY

Stranded in the Netherealm, Quan Chi was persistently tormented by the ninja spectre Scorpion. But with assistance from Moloch and Drahmin, Quan Chi discovered the truth about the amulet he had stolen from the fallen Elder God Shinnok. An ancient Rune Stone bearing the likeness of his amulet revealed new information that would enable Quan Chi to traverse the realms through a network of ancient gateways. Narrowly evading Scorpion's wrath, he escaped the netherrealm through one of these gateways and emerged in an ancient tomb in Outworld.

STATUS	*Sorcererv*
ALIGNMENT	*Evil*
WEIGHT	*210*
HEIGHT	*6' 7"*
FIGHT STYLES	*Fight StylesTang Soo Do* *Escrima* *Broadswords*
DIFFICULTY	*4*

SPECIAL MOVES

NAME	COMMAND	NOTE
Skull Fireball	↓ ← + 1	
Rising Star	← ↓ + 4	↑

TANG SOO DO

NAME	COMMAND	NOTE
Open Palm	1	
Knee Chop	↓ + 1	
Downward Elbow	← + 1	
Forward Open Palm	2	
Low Spearhand	↓ + 2	
Front Ball Kick	3	
Low Parallel Punch	↓ + 3	
Inside Crescent Kick	→ + 3	
Spinning Sidekick	← + 3	↓
Sweeping Knife Hook	4	↓
Low Foot Strike	↓ + 4	
One Knuckle Fist Punch	← + 4	
Reversal	SM	
Throw	→ + SM	
Face Breaker	2 2	
Path Maker	3 3	
Nightfall	← + 1 4	↓
Rushing Palm	1 1 1	
Running Stream	2 3 4	↓
Walking Dead	← + 1 3 3	↓
Strong Wind	1 1 2 2	
Internal Power	1 1 3 3	
Green Mountain	1 1 2 3 4	↓
Pain Killer	1 1 2 3 CS 4 CS	↓

BASIC MOVES

COMBO CHAINS

ESCRIMA

NAME	COMMAND	NOTE
Pinasaka	1	
Pintok	↓ + 1	
Lightning Strike	← + 1	↑
Backhand Strike	2	
Planchada	↓ + 2	
Chest Strike	3	
Piercing Elbow	↓ + 3	
Deadly Palm	← + 3	↓
Rising Knee Strike	4	
Straight Fist	→ + 4	↓
Cutting Elbow	↓ + 4	
Neijin	SM	
Throw	→ + SM	
Double Pinasaka	1 1	
Hit and Run	3 1 1	
Rushing Knee	4 4 CS	↓
Slitting Hand	3 1 → + 4	↓
Ice Pick	2 4 4 CS	↓
De Cadena	3 1 ← + 1	↑

BASIC MOVES

COMBO CHAINS

BROADSWORDS

NAME	COMMAND	NOTE
Piercing Thrust	1	
Double Edged Blow	↓ + 1	
Decieving Strike	2	
Dual Blade Swing	← + 2	
Winged Strike	↓ + 2	
2-Hit Strike	3	
Half Moon Slice	↓ + 3	
Dual Side Slash	4	↓
Circular Slash	↓ + 4	
Strong Slice	SM	
Doom Blade	3 4	↓

BASIC MOVES

QUAN CHI

FATALITY

Neck Stretcher	← ← → ← 3

COMBOS

TANG SOO DO

HITS	DAMAGE %	COMBO
5	25	← ↓ + 4 1 1 2 2
5	28	← ↓ + 4 1 1 2 3
7	33	(near wall) ← ↓ + 4 1 1 2 3 CS 4

ESCRIMA

HITS	DAMAGE %	COMBO
5	18	← ↓ + 4 ← + 1 3 1 ← + 1
5	19	3 1 ← + 1 ← + 1 ↓ ← + 1
5	20	3 1 ← + 1 ← ↓ + 4 ↓ ← + 1
7	21	3 1 ← + 1 ← + 1 3 1 ← + 1
7	21	3 1 ← + 1 ← + 1 CS 3 4
7	29	3 1 ← + 1 ← ↓ + 4 4 4 CS

5	41	SM CS CS ← ↓ + 4 1 1 2 3
7	65	SM (near wall) CS CS ← ↓ + 4 1 1 2 3 CS 4

BROADSWORD

HITS	DAMAGE %	COMBO
3	18	← ↓ + 4 1 1
3	20	← ↓ + 4 1 2
4	23	← ↓ + 4 3 4

STRATEGY

GENERAL

Quan Chi's sorcery has become a bit more potent during his time off in the Netherrealm. Defending the Earthrealm from the deadly alliance won't be any easier for Raiden and his group of mercenaries. His Tang Soo Do style might look a little unorthodox, but it's more then capable of getting the job done. While in this stance, your primary attacks are (1) the *Low Foot Strike* (↓+4), which is his only sweep in any stance, (2) your *Throw* to complete the mix-up with the sweep, and (3) the *Rushing Palm* (1 1 1).

The *Rushing Palm* is a simple standing attack, which is his fastest and longest reaching attack. It will be used primarily as a busy move. Just continue poking it out there at random and hope for some free damage. It's much like how a professional boxer would use his jab. You can also use one of your many low punch attacks to stop incoming combo chains. Since you don't really have a way to juggle from this stance, except with the combo chain that ends with a launch and leaves you in Escrima stance, you'll probably want to shy away from this stance as much as possible.

Using the *Pain Killer* is a good way to change styles and score some damage on the other fighter. If it looks like you're getting blocked too often, stop the combo just as you switch stances. While in Escrima style your almost just as limited as you were in the Tang Soo Do stance, but at least you have a really viable juggle starter with the *Lightning Strike* attack. From this point, you can use one of the many combos at Quan Chi's disposal to get some extra damage. But in exchange for the juggle launcher, he doesn't have a sweep move at all. This forces him to play a very two-dimensional style, because he doesn't have too many horizontal types of moves when an opponent tries to side step.

He does have a *Power-Up* in this style, which can spell instant doom for most people if they let the other fighter get it off. It's best to *Power-Up* after you knock your enemy on his back or far away from you. Once you're powered up, quickly close the gap and try for your strongest combo and hope that it connects. Even if you fumble on a chain combo while powered up, you're going to do around 40 percent, which is pretty insane when you think about it.

Quan Chi's Broadsword stance is by far his best stance. Sure, his combos are limited here, but he is still going to do almost the same amount of damage with single hits as he would with a full combo in another stance. Wielding two swords at once really helps him by covering up a lot space in front of him when he swings. This allows very few attacks to slip past his guard, making this a great style for attacking and interrupting your opponent.

It helps that most of his attacks are faster than most other attacks in the game, and move horizontally across the stage making is really hard for anyone to side step. This comes in handy when you have someone pinned up against the wall. Keep plugging away with attacks that won't smash your foe into the wall and you can keep them there long enough to really hurt them before they can escape. Besides, you'll score some good block damage at the same time. Remember that while fighting with your weapon out you'll take more damage. In turn, you also deal a tremendous amount by yourself. Be very careful while in this stance when fighting someone like Sonya, who can do relatively easy combos and score high damage.

You have two special moves in your arsenal to work with. One is the *Skull Fireball* (↓←+1) that is very large, easy to anticipate, and moves rather slowly. This leads to the Skull being sidestepped with ease. Its only real purpose is to delay an opponent and allow you to get in close when you are too far away for any other type of attack. When it's blocked while you're up close, you're left wide open for a definitive retaliation.

Quan Chi's *Rising Star* (←↓+4) is very handy in a pinch. Not only does it juggle, but it will also scoop under almost any high or mid attack in the game and score a clean hit, which also happens to juggle. Add up these three qualities and you have yourself one potent move. Sadly it's a bit too easy to see coming to use properly in a mix-up. It just wouldn't be fair to make the *Rising Star* that good.

SUMMARY

For the most part, Quan Chi doesn't have a viable strategy when fighting from long distance. You are going to have to get up close and get into some heated hand-to-hand most of the time. Against some fighters, this will be easy, but some fighters will offer a true challenge. Try using your *Rising Star* to scoop under projectiles when you're too far away to get yourself in close where you need to be. Staying close and smothering your enemy until they lie on the floor in defeat is what Quan Chi is all about. Remember, practice makes perfect, so just keep trying.

OLD SCHOOL INFO

MORTAL KOMBAT 4

A free roaming sorcerer powerful in the black arts, Quan Chi uses his abilities to free the now evil Elder God Shinnok from his confines in the Netherealm. In exchange for his services Shinnok has granted Quan Chi the position of arch-sorcerer of his now expanded Netherealm.

Fatalities

Leg Beatdown
Mimic Death

BIOGRAPHY

The ninja spectre Scorpion had assumed for many years that Sub-Zero killed his family and clan, only to later discover that the true murderer was the sorcerer Quan Chi. After revealing his treachery, Quan Chi then attempted to send Scorpion to the 5th plane of the Netherrealm. Thinking quickly, Scorpion grappled with the sorcerer at the last moment and they were both transported to that forbidden realm. This turn of events boded well for Scorpion as his strength increased the longer he remained there. Quan Chi's powers, however, proved to be useless against him.

STATUS	*Ninja Spectre*
ALIGNMENT	*Neutral*
WEIGHT	*210*
HEIGHT	*6' 2"*
FIGHT STYLES	*Hapkido* *Pi Gua* *Ninja Sword*
DIFFICULTY	*1*

SPECIAL MOVES

NAME	COMMAND	NOTE
Spear	← → + 1	#1
Summon Hellfire	↓ ← + 2	#2
Backflip Kick	→ ← + 3	

#1 Pulls opponent towards Scorpion when it connects and leaves them stunned
#2 Unblockable - The only way to avoid it safely is to either sidestep it in anticipation or jump

HAPKIDO

NAME	COMMAND	NOTE
Back Hand Strike	1	
Face Strike	← + 1	
Twisting Fist	↓ + 1	
Neck Chop	2	
Open Palm	↓ + 2	
Axe Kick	3	
Knee Knockdown	→ + 3	
Hop Sweep	← + 3	↓
Back Sweep	↓ + 3	↓
Snap Kick	4	
Front Sweep	↓ + 4	↓
Backside Kick	← + 4	
Front Thrust Kick	↑ + 4	↑
Taunt	SM	
Throw	→ + SM	
Sinking Leaf	→ + 3 ← + 3	↓
Flowing Water	2 2 1	↓
Inner Power	2 2 4	
Spectre Blast	3 ← + 1	↓
Lethal Legs	4 ← + 4	↓
Liftoff	4 ↑ + 4	↑
Burning Soul	2 3 ↑ + 4	↑
Doombringer	2 3 ← + 1	↓
Painless	2 2 CS 2 3	↓
Undead Rush	2 2 CS 2 1	↓
Knightmare	2 2 CS 2 CS 4	
Darkness	2 2 CS 2 CS 3	↑
Infernal	2 2 CS 2 CS 1 1 3	↑

BASIC MOVES

COMBO CHAINS

PI GUA

NAME	COMMAND	NOTE
Ridge Hand	1	↓
Knife Hand Chop	← + 1	
Low Knife Hand Chop	↓ + 1	
Spear Hand Strike	2	
Wing Chop	→ + 2	↓
Spear Hand Sweep	← + 2	↓
Chest Strike	↓ + 2	
Stepping Heel Kick	3	↓
Open Palm Strike	↓ + 3	
Low Heel Kick	4	
Low Knife Hand Strike	↓ + 4	
Double Knife Hand Chop	← + 4	
Shove	SM	
Throw	→ + SM	
Stone Breaker	← + 1 3	↓
Falling Tree	2 2 3	↓
Rushing Ridge Hand	2 2 1	↓
Nuisance	2 2 CS 4	
Deranged	2 2 CS 3	↑
Hell Bound	2 2 CS 1 1 3	↑

BASIC MOVES

COMBO CHAINS

NINJA SWORD

NAME	COMMAND	NOTE
Spinning Slash	1	
Upward Slash	↓ + 1	
Reverse Stab	2	
Edge Slash	↓ + 2	
Rising Slash	3	↑
Charging Slash	→ + 3	
Piercing Blade	↓ + 3	
Crescent Blade Strike	4	
Sweeping Blade	↓ + 4	
Sidestep Swing	SM	↓
Turning Dragon	1 2	
Rising Dragon	1 3	↑
Demon Slice	4 3	↑
Moon Strike	4 4	
Edge of Pain	4 1 1 3	↑

BASIC MOVES

COMBO CHAINS

FATALITY

Spear Head	←←↓→+4

COMBOS

HAPKIDO

HITS	DAMAGE (%)	COMBO
3	13	↑+4 ↓+2 ↗+4
5	23	4 ↑+4 3 ←+1
8	26	(wall) 2 3 4 ↑+4 ↓+2 →+3 ←+3

8	26	2 3 ↑+4 ↑+4 3 ←+1
14	35	↑+4 ←→+1 2 2 CS 2 CS 1 1 3 4 1 1 3
13	35	←→+1 2 2 CS 2 CS 1 1 3 3 CS 3 4+2
14	36	←→+1 2 2 CS 2 CS 1 1 3 3 4 1 1 3

PI GUA

HITS	DAMAGE (%)	COMBO
8	28	2 2 CS 1 1 3 3 ↗+4
11	30	2 2 CS 1 1 3 3 4 1 1 3
9	31	2 2 CS 1 1 3 4 1 1 3

NINJA SWORD

HITS	DAMAGE (%)	COMBO
8	29	←→+1 4 3 3 4 1 1 3

8	31	←→+1 4 1 1 3 3 ↓+1 1

10	34	←→+1 4 1 1 3 3 4 1 1 3

GENERAL

Scorpion is a veteran warrior of Mortal Kombat, and he has many tricks up his sleeve to prove it. He's the epitome of variety, as he is comfortable on offense or defense. With relentless attacking power, intimidating defensive options, and superb combo damage, Scorpion can pose a threat to any adversary.

Due to the large variety and sheer number of combo chains at his disposal, Scorpion is well suited for keeping the enemy on their toes and punishing any mistakes. Solid opponents will be wary of his mix-ups, always worrying about the possibility of being knocked into the air, ending with vicious combo damage.

From Scorpion's Hapkido Stance, the *Infernal* combo chain switches stances twice and ends with a launch. This combo chain is comprised of eight different strikes that cause a good amount of guard-damage, and gives Scorpion a number of attack options. Obviously, if it hits, you want to finish with a powerful combo. However, if it's blocked, you need to mix-up your options. If *Infernal* last hit is guarded, Scorpion will be at a huge disadvantage, because your opponent will easily be able to punish him in return.

When you see Infernal being guarded, it's best to cut it short during either of the 2 final horizontal swings. From this point, you can block, try a side step (if you think your opponent will try to attack), or go for a *Sidestep Swing* (Ninja Sword SM), which works pretty well against retaliation attempts.

Since this mix-up will prove very effective, you'll need to go right through with the entire combo to catch opponents that are expecting the sequence to end early. Many times an opponent will anticipate the early end and the follow-up *Sidestep Swing*, thus, they will let off block a bit too early and eat the launcher! COMBO!

When in Pi Gua, the *Hell Bound* combo chain serves the same purpose. Though it has fewer hits, the ending is exactly the same, and can be used just like *Infernal*. Always keep both options in mind.

For even more advanced tricks, train your opponent to guard Infernal and begin the combo chain, but end right after switching to Pi Gua. From here, wait for a split second, and then go right into *Hell Bound*. This can catch even the most skilled opponent off-guard, resulting in a big damage opportunity for Scorpion.

The *Spear* (⬅➡+1) has always been a useful tool for Scorpion. This time around, it even follows airborne opponents, making it nearly impossible to jump! Any time you can anticipate an opponent jumping toward or away from you, the *Spear* can pull them down to earth, and bring them in close for some big-time punishment.

Perhaps Scorpion's most important special move is *Summon Hellfire* (⬇⬅+2). Not only is it unblockable, but it also comes out extremely fast and can be used as a tech-roll catch! At the end of a juggle combo, as your opponent lands, cast *Summon Hellfire* as they stand up. If they don't see it coming, they'll stand up right into it and take even more damage. This works as a fantastic mix-up for the *Spear*. Since a smart opponent will be forced to jump back or forward to avoid *Summon Hellfire*, the *Spear* can pull them down and back into the pain-room.

SUMMARY

Throughout each tournament, Scorpion has proven time and time again that he's one of the top competitors. He always comes through with ridiculous combo damage and his attack options are second to none. If you want a well-rounded character with an answer to almost anything, Scorpion is your guy.

OLD SCHOOL INFO

MORTAL KOMBAT I

Like Sub-Zero, Scorpion's true name and origin are not known. It is believed, however, that he is a fallen ninja granted the opportunity to avenge his death at the hands of the Lin Kuei. He has been given a new body and a uniform, which mocks the Lin Kuei's with its cowardly yellow color.

Fatality
Inferno

MORTAL KOMBAT II

The hell-spawned specter rises from the pits. After learning of Sub- Zero's return, he again stalks the ninja assassin - following him into the dark realm of the Outworld where he continues his own unholy mission.

Fatalities
Toasty!
Slice

MORTAL KOMBAT 3 SERIES

When Shao Kahn makes a failed attempt at stealing the souls that occupy Earth's hell, Scorpion is able to make his escape. Now free to roam the Earth once more, Scorpion holds allegiance to no one. He's a wild card in the Earth's struggle against the Outworld.

Fatalities
Toasty!
Brutality

MORTAL KOMBAT 4

In hopes of gaining Scorpion as a new ally in the war with the Elder Gods, Quan Chi makes the dead Ninja an offer he cannot refuse - Life, in exchange for his services as a warrior against the Elder Gods. Scorpion accepts, but hides behind ulterior motives.

Fatalities
Fire Breath
Scorpion Impale

BIOGRAPHY

The sorcerer Shang Tsung was imprisoned in the depths of Shao Kahn's fortress, punished for failing to win the Mortal Kombat tournament in Earthrealm. Periodically he was released to perform tasks for the emperor, until he eventually regained Shao Kahn's favor and was given his freedom. He remained in Outworld risking his life to drain the souls of kombatants in order to sustain his youth. All this changed the day the sorcerer Quan Chi returned from the Netherrealm.

STATUS	*Sorcerer*
ALIGNMENT	*Evil*
WEIGHT	*210*
HEIGHT	*5' 11"*
FIGHT STYLES	*Snake* *Crane* *Straight Sword*
DIFFICULTY	*3*

SPECIAL MOVES

NAME	COMMAND	NOTE
3D Fire (far)	←→+1	
3D Fire (close)	→←+1	
Straight Fire	↓←+1	
Soul Steal	↓←+3	

SNAKE

NAME	COMMAND	NOTE
Bai She Tu Xin	1	
Cross Fang	←+1	
Low Palm	↓+1	
Viper Strike	2	
Gut Buster	←+2	↓
Twin Fang	↓+2	
Qing She Chu Dong	↑+2	↓
High Snap Kick	3	↓
Twin Cobra	↓+3	
Mid Kick	4	
Quick Bite	↓+4	
Eagle Pecking	←+4	↓
Back Flip	SM	
Throw	→+SM	
Spiritual Snake Tail	2 3	↓
Blinding Strike	2←+1	
Soul Catcher	2←+4	↓
Serpent Touch	4←+2	↓
Thrusting Fang	1 1 1	
Rattle Snake	1 1 3	↓
Hissing Strikes	1 1 2 3	↓
Cold Blooded	1 1 2 SM	↑
Poisonous Snake	1 1 2 2	
Lethal Venom	1 1 2 ←+4	↓
Snake Eyes	1 1 2 ←+1	
Cobra Revenge	1 1 4 ←+2	#1

BASIC MOVES

COMBO CHAINS

#1 Combo Chain doesn't actually combo, but its in the move list

CRANE

NAME	COMMAND	NOTE
Chin Punch	1	
Crane Neck	↓+1	
Crane Wing	2	↑
Strong Knee	←+2	
Back Fist	↓+2	
Flapping Wing	3	
Hop Sidekick	←+3	↓
Low Peck	↓+3	
Spinning Sidekick	4	
Spinning Crane Kick	↑+4	↓
Sweeping Crane	↓+4	↓
Reversal	SM	
Throw	→+SM	
Crazy Wings	3 3 2	↑
3-Hit Wings	3 3 3	
Sidewinder	3 3 4	
Triple Chin Punch	1 1 1	
Death Bed	1 1 1 CS	↓
Raging Beak	1 1 1 ↑+4	↓
Final Withdrawal	3 3 3 1 1 1 CS	↓
Hunt Down	3 3 3 1 1 1 ↑+4	↓

BASIC MOVES

COMBO CHAINS

STRAIGHT SWORD

NAME	COMMAND	NOTE
Front Swipe	1	
Lifting Swing	↑+1	
Shin Slash	↓+1	
Rising Slice	2	
Lunge	→+2	
Low 2-Hit Swipe	↓+2	
Back Hand Lunge	↑+2	
Foot Sword	3	
Cross Strike	←+3	↓
Chest Slice	↓+3	
Spinning Slice	4	
Low Stab	←+4	
Sweeping Strike	↓+4	
Impale	SM	
Deadly Blade	1 1	
Ancient Strike	4 2	
Soul Sucker	→+2 1	
Pain	3 ←+3	↓
Master's Edge	4 2 3 ←+3	↓

BASIC MOVES

COMBO CHAINS

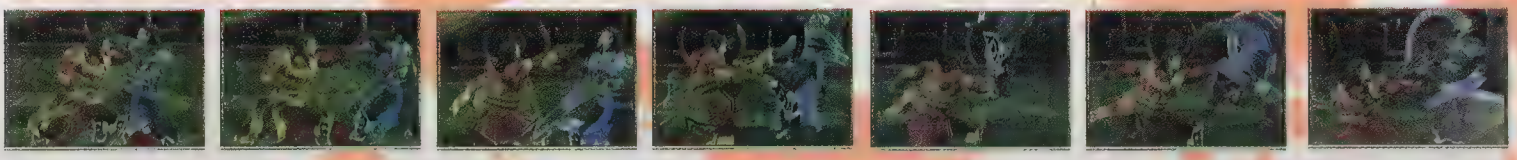
FATALITY

Soul Steal	↑ ↓ ↑ ↓ 2

COMBOS

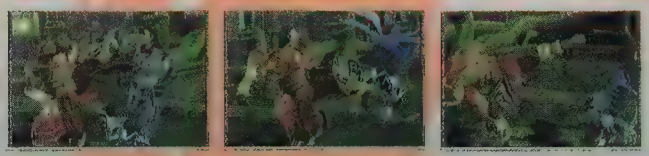
SNAKE

HITS	DAMAGE %	COMBO
8	20	1 1 2 CS CS CS 1 1 2 3
6	17	1 1 2 CS CS 3 ← + 3
8	27	1 1 2 CS 1 1 1 CS

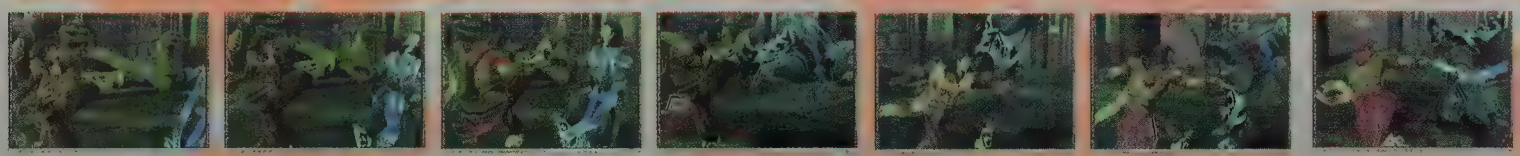


CRANE

HITS	DAMAGE %	COMBO
4	19	2 2 → ← + 1
4	20	2 2 ← + 2 ↓ + 1
3	27	2 ↑ + 4 4
4	22	2 2 ↑ + 4 ↓ ← + 1



8	27	3 3 2 2 1 1 1 CS



STRAIGHT SWORD

HITS	DAMAGE %	COMBO
8		SM 1 1 2 CS 2 3 3 4

3	30	SM CS 2 ↑ + 4 4

STRATEGY

GENERAL

The evil sorcerer Shang Tsung is free from his prison and out to wreak havoc on Earthrealm. This time he has a slew of new and original moves and abilities to help him out. Fresh from his cowardly murder of Liu Kang, he's pretty confident about his chances in the Deadly Alliance tournament.

The sheer speed of the Crane style makes it one of the best styles in the game. Combine that with a strong mix-up that leads to decent juggle combos and you have a force to be reckoned with. Shang Tsung's movement speed is nothing short of astonishing. You can literally run circles around your enemy if you chose to do so. It's without a doubt the fastest style in the game as far as movement is concerned. By tapping forward just once you'll perform the fastest forward movement in the game. It covers a lot of distance and even allows Shang Tsung to scoop down, passing under some high attacks.

Side stepping with Shang Tsung in the hands of an experienced player is quite deadly. More often than not, you won't have to worry about your opponent leaving himself open. Simply side step any time you're inside of sweep range and think an attack is coming. You can side step any attack that doesn't have a horizontal motion to it–90 percent of all attacks in the game. After successfully side stepping, you can pick any attack you wish to use. Most of the time your best option will be to use the *Crane Wing*. It's incredibly quick, leads to some quick, and damaging, juggle combos, and is easy to execute.

As if that weren't enough, Shang Tsung's most evil tactic is also done from this stance. His *Crane Wing/Sweeping Crane* mix-up is just plain dirty when up close. Both attacks are extremely quick and usually beat any attack your foes will try to throw your way. The first three kicks of the *Hunt Down* combo chain are very fast and can be thrown out at random without fear of retaliation. Needless to say, with all of these options open to Shang Tsung in this one stance, you'll need to be very careful when fighting against another Shang Tsung player in Crane.

The Straight Sword stance should really only be used to end a juggle with some style if you are tired of seeing the same Crane stance combos. The *Impale* is worth a try now and then, but the risk in leaving Shang Tsung vulnerable to high damage combos is too much. Stay in Crane to take an opponent out.

Shang Tsung's Snake stance isn't much to write home about. He has a fair amount of moves, but most of them are close range attacks with a lot of delay on them. The best choices in this stance are *Cold Blooded*, the *Low Palm* and the *Eagle Pecking/Throw* mix-up. The Cold Blooded combo is the only combo that you should use from this stance. Not only does it launch the opponent into the air, but it also leaves you in the Crane stance. You can also use the first two hits of this combo as a way to probe for openings. Stopping on the second hit assures that there's no chance for retaliation.

Another attack worth mentioning is his *Low Palm*, which is an excellent way to stop most chain combos before they get started. Since most chain combos start with a high attack, this move will scoop under the high attack and interrupt the combo stopping your foe in his tracks. When you feel aggressive and are stuck in this stance, his *Eagle Pecking* attack is a great (and sneaky) low attack. This move will catch almost everyone off guard more then once. It really loses its effectiveness when you realize that Shang doesn't have a strong mid attack to form a good mix-up. Since you don't have a juggle or a quick attack, use your *Throw* when you think your enemy will try to block your *Eagle Pecking* strike. Sure, it isn't as effective as his mix-up from the Crane stance, but it will get the job done.

Shang Tsung has a total of three special attacks to choose from, all of which are projectile attacks. The downside is that this makes him very predictable from a distance. His *Soul Steal* attack is easily anticipated. It has a slow start up and it just doesn't do enough damage to warrant the opening it leaves when it's blocked or missed. Since you only have projectile attacks, any time that you find yourself far away from your foe he'll be expecting one at some point. The way to deal with this is to use his 3D-Fire attacks a lot - they'll catch anyone who tries to side step them. Once your enemy wises up and starts moving forward or backward in anticipation, start throwing *Straight Fire Balls* at him to catch him off guard while moving. This is a great mix-up that can be used from almost any distance. With the ability to use special moves from any stance, this adds to Shang Tsung's very deadly nature at any time from virtually any distance. He's easily one of the better characters in the game.

SUMMARY

Shang Tsung is strong from any distance. He doesn't have super damage combos, but he does really good damage with single attacks. Add in the fact that he has good mix-ups from any stance and he's always a force to be reckoned with. You can choose to stay away and use your 3D fire mix-ups or get in close and wreck the shop with your Crane style. He's a very versatile character with the fastest movement speed in the game. Once he's mastered, he's a very fun character to play.

OLD SCHOOL INFO

MORTAL KOMBAT II

After losing control of the Shaolin Tournament, Shang Tsung promises his ruler Shao Kahn to shape events that will lure the earth warriors to compete in his own contest. Convinced of this plan, Shao Kahn restores Tsung's youth and allows him to live.

Fatalities

Soul Sucker
Explosion

MORTAL KOMBAT 3 SERIES

Tsung is Shao Kahn's lead sorcerer. He once fell out of favor with his emperor after failing to win the Earth realm in tournament battle. But the ever-scheming Shang Tsung is instrumental in Kahn's conquest of Earth. He has now been granted more power than ever.

Fatalities

Bed of Spikes
Soul Removal

BIOGRAPHY

Agent Sonya Blade and her team had finished their mission of demolishing any known ancient inter-realm portals when she received word from Jax that the Agency's portal chamber had been destroyed. With no means for traversing the realms, Sonya realized that there were now two agents lost in Outworld. The first was the ninja cyborg Cyrax, whom the agency had lost contact with some time ago. And now Agent Kenshi, originally sent to find Cyrax, was lost as well. She would have to find a way to get to Outworld and bring them home.

STATUS	*Special Forces*
ALIGNMENT	*Good*
WEIGHT	*140*
HEIGHT	*5' 9"*
FIGHT STYLES	*Kenpo* *Tae Kwon Do* *Kali Sticks*
DIFFICULTY	*1*

SPECIAL MOVES

NAME	COMMAND	NOTE
Kiss Of Death	↓←+1	
Fly Kick	→→+3	

KENPO

	NAME	COMMAND	NOTE
BASIC MOVES	Knife-Hand Strike	1	
	Double Hammer Fist	↓+1	
	Spinning Elbow Strike	←+1	
	Eye-Gouger	2	
	Knife-Hand Chop	←+2	
	Low Punch	↓+2	
	Standing Uppercut	↑+2	↑
	Back Kick	3	
	Leg Sweep	←+3	↑
	Low Heel Kick	↓+3	
	Rising Axe Kick	4	↑
	Shovel Kick	←+4	↑
	Low Step Punch	↓+4	
	Neijin	SM	
	Throw	→+SM	
COMBO CHAINS	Conscious Mind	3 3	
	Cutting Edge	1 3 3	
	Big Guns	1 1 4	↑
	Warfare	1 1 CS 4 CS	↑

TAE KWON DO

	NAME	COMMAND	NOTE
BASIC MOVES	Side Kick	1	
	Hook Kick	←+1	↓
	Double Hammer Fist	↓+1	
	Downward Axe Kick	2	↑
	Twin Fist Punch	↓+2	
	Spinning Heel Kick	3	↓
	Rolling Strike	↓+3	
	Ankle Smash	←+3	
	2-Hit Axe Kick	4	
	Nitro Kicks	←+4	
	Spinning Back Kick	↓+4	
	Reversal	SM	
	Throw	→+SM	
COMBO CHAINS	Clearness Of Mind	4 4	↓
	Take Out	←+3 3	
	Blitzkrieg	←+4 CS	↓
	Peaceful World	1 1 ↓+3	
	Special Forces	4 ←+3 3	↓

KALI STICKS

	NAME	COMMAND	NOTE
BASIC MOVES	Straight Snap Strike	1	
	Low Snap Strike	↓+1	
	Overhead Strike	→+1	
	Circular Strike	2	
	Low Scissors Swipe	↓+2	
	Low Swinging Strike	3	
	Spinning Strike	←+3	↓
	Low Strike	↓+3	
	Wrist Snap Strike	4	
	Chin Jab	↓+4	
	Circular Power Strike	←+4	↑
	Stick Smash	SM	
COMBO CHAINS	Multi-Level Strikes	2 4 3	
	Show-Off	2 4 ←+3	↓
	Furious Blows	4 2 4	
	Live Hand	4 2 ←+3	↓

SONYA

FATALITY

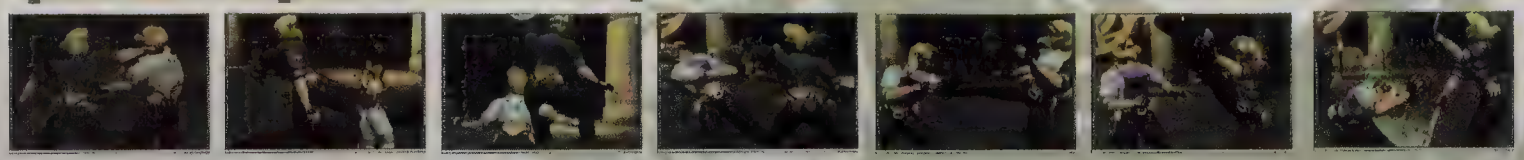
Kiss of Death	←→→↓2

COMBOS

KENPO

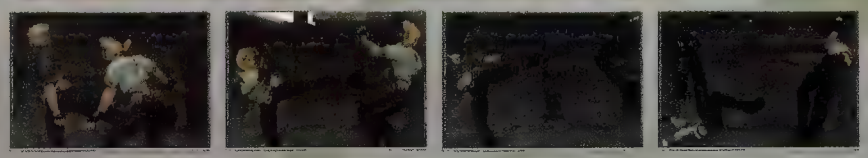
HITS	DAMAGE %	COMBO
5	22	1 1 4 ←+4 →→+3

4	20	1 1 4 →→+3
7	23	1 1 4 4 CS 1 1 ↓+3
13	56	(wall) SM CS 2 2 ↓←+1 ↗ CS CS 1 1 CS 4 CS



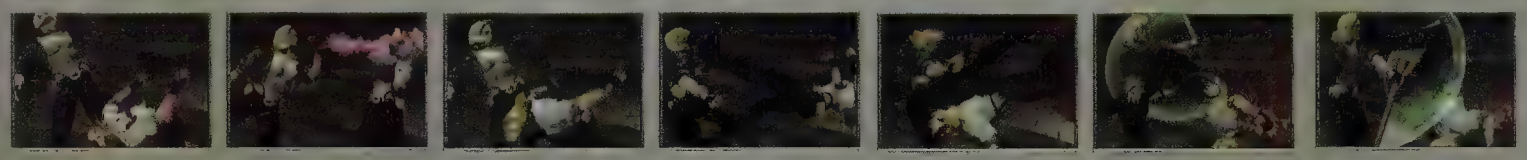
TAE KWON DO

HITS	DAMAGE %	COMBO
4	30	2 1 1 ↓+3



3	24%	2 ↓+1 →→+3
6	32	2 ↓←+1 2 1 1 ↓+3

9	35	(wall) 2 ↓←+1 2 ←+4 CS



GENERAL

Not to be outdone by the other females in the tournament, Sonya Blade shows up and proves that she's a true mistress of mayhem. In her Tae Kwon Do stance, Sonya really shines—too brightly for some opponents. She can start her combos at a mid or low range, and pump out damage ridiculously fast. She can also keep opponents on their toes with the infamous *Kiss of Death* (↓←+1).

This *Kiss of Death is the* first move Sonya needs to abuse. For some reason, it's extremely hard to block, especially if the opponent is transitioning between a low and high block. Using this knowledge to your advantage, you can throw it out as your opponent rises from a knockdown. Another option is to throw it out randomly to keep the opposition guessing. Since the mist lingers a bit, an opponent may either run right into it, netting you a free damage opportunity, or stay back because they've learned to fear the mist.

Sonya's *Fly Kick* (→→+3) is one of the best ways to punish long-distance moves in the game. It strikes very fast, and covers a moderate distance in a short time. Any time your opponent pushes you back, but has their move recovery to deal with, pop them with the *Fly Kick*. You can even use the *Fly Kick* as a finisher, but Sonya's basic attacks usually keep you closer, and allow for the brutal *Kiss of Death* trickery.

In her Tae Kwon Do stance, Sonya has perhaps the deadliest mix-up in the game. Against standing opponents, the *Nitro Kicks* (←+4) start low and chain right into a knockdown via *Blitzkrieg*. Once train your opponent to block low, the *Downward Axe Kick* (2) will bounce them off the ground and lead right into an easy 30% combo opportunity. Either way, the opponent is going to take some damage.

Also from the Tae Kwon Do stance, the *Reversal* (SM) is perfect for grabbing opponent's attacks when you can anticipate them. As soon as you snatch up one of their limbs, send them bouncing with the *Downward Axe Kick*.

The only time that you really need to leave Tae Kwon Do stance is to *Power-Up* (Kenpo SM). As always, only use the *Power-Up* after knocking an opponent down, or rendering them helpless with a *Kiss of Death*. Once the *Power-Up* is in effect, transition right back to her devastating Tae Kwon Do stance and commence with the mid/low mix-up beat-downs!

SUMMARY

From her Tae Kwon Do stance, Sonya is nearly unstoppable. She has one of the only chain combos that strikes low in the middle, and she can also start a chain combo from a low attack as well. Her *Kiss of Death* gives her free damage, and it's incredibly hard to block in some instances. Also, her *Fly Kick* works as a terrific tool for punishing attacks from almost any range. Overall, Sonya is one of the top characters in the game!

MORTAL KOMBAT I

Sonya Blade is a member of a top Special Forces unit. Her team was hot on the trail of Kano's Black Dragon. Her unit followed Kano to an uncharted island, but was ambushed by Shang Tsung's personal army. Tsung forced Sonya into the tournament by holding her comrades hostage. Now, not only does her own life rest on her performance, but those of her companions as well!

Fatality
Kiss of Death

MORTAL KOMBAT 3 SERIES

Sonya disappears in the first tournament, but is later rescued from the Outworld by Jax. After returning to Earth, she and Jax try to warn the U.S. Government of the looming Outworld menace. Lacking proof, they watch helplessly as Shao Kahn begins his invasion.

Fatalities
Kiss of Death
Compression Bubble

MORTAL KOMBAT 4

After her journey into the Outworld and Shao Kahn's near destruction of earth, Sonya becomes a member of Earth's own Outworld Investigation Agency. Her first mission leads her to join Liu Kang on his quest to aid the troubled thunder God, Raiden. She must survive long enough to warn her government of the new menace brought on by Quan Chi.

Fatalities
Kiss of Death
Leg Scissors Torso Rip

SUB-ZERO

BIOGRAPHY

Raiden appeared before Sub-Zero and asked for his aid in defeating the Deadly Alliance in Outworld. Fighting alongside Raiden would prove to the world that the Lin Kuei had changed for the better, Sub-Zero accepted the challenge and brought with him of his newest recruits. It was highly unusual for the Grand Master to embark on such a dangerous mission, but Sub-Zero felt it was necessary to earn the respect of his fellow Lin Kuei.

STATUS	*Grandmaster*
ALIGNMENT	*Good*
WEIGHT	*210*
HEIGHT	*6' 2"*
FIGHT STYLES	*Shotokan* *Dragon* *Kori Blade*
DIFFICULTY	*5*

SPECIAL MOVES

NAME	COMMAND	NOTE
Freeze	↓→+1	#1
Ice Shaker	←↓+2	#1
Cold Shoulder	←→+4	↓

#1 Will backfire if used on an already frozen opponent

SHOTOKAN

NAME	COMMAND	NOTE
Spear Hand Strike	1	
Forward Elbow Strike	←+1	
Lower Knee Strike	↓+1	
Sword Hand Strike	2	
Lower Dual Punch	↓+2	
Mountain Punch	←+2	↑
Rising Thrust Kick	3	
Side Snap Kick	→+3	
Low Sweep Kick	↓+3	
Thrust Kick	4	
Low Double Side Strike	↓+4	
Low Shin Kick	←+4	
Icy Retreat	SM	#2
Throw	→+SM	

BASIC MOVES

#2 Can be aimed up or down with ↑+SM or ↓+SM

2-Hit Trick	3	
King's Crown	3→+3	
Peaceful Mind	3←+2	↑
Icy Pain	124	
Cloud Hands	12←+1	
Iron Horse	12←+2	↑
Rock Solid	124CS3	
Lin Keiu Storm	124CS23	
Zero Below	124CS24	
Frozen Frenzy	124CS←+1	
Frosty	124CS2CS	
Thin Ice	124CS2←+2	↓
Unthawed	124CS2↑+4	↓

COMBO CHAINS

DRAGON

NAME	COMMAND	NOTE
Back Knuckle Strike	1	
Ducking Dual Claws	↓+1	
Upper Lunge Punch	←+1	
Sun Fist	2	
Dragon Attack	←+2	↓
Uppercut	↓+2	↑
Roundhouse Kick	3	
Low Claw Strike	↓+3	
Front Stomp Kick	4	
Wheel Turning Kick	↑+4	↓
Mid Claw Swipe	↓+4	
Neijin	SM	
Throw	→+SM	

BASIC MOVES

Tiger In Cave	4←+2	↓
Yielding Fire	23	
Ice Pop	112	
Dragon Dance	1→+1	
Silent Dragon	123	
Dragon Plays w/ 7 Stars	124	
Ice Maker	12CS	↓
3-Hit Claws	12←+2	↓
Twist of the Tiger	12↑+4	↓

COMBO CHAINS

KORI BLADE

NAME	COMMAND	NOTE
Overhead Swing	1	
Ducking Moon	↓+1	
Spinning Slash	←+1	
Overhead Smash	↑+1	↓
Blade Lunge	2	
Straight Stab	↓+2	
Close Swipe	←+2	
Stomp Kick	3	↑
Downwards Stab	↓+3	
Back Kick	4	
Sweep Kick	←+4	
Twisting Blade	↓+4	↑
Impale	SM	#3

BASIC MOVES

#3 Causes damage over time to the opponent for the rest of the round

Cut Up	44	
Bitter Blade	1←+1	

COMBO CHAINS

FATALITY

Skeleton Rip	←→→↓3

COMBOS

SHOTOKAN

HITS	DAMAGE%	COMBO
4	20	12←+2 ←↓+4
6	25	12←+2 12←+1
5	19	3←+2 ←+2 ←↓+2 ←→+4
6	24	12←+2 ←+2 3 ←→+4
6	24	12←+2 CS ↓+2 CS 44
9	25	↓→+1 12←+2 ←+2 ←↓+2 12←+1
7	25	12←+2 CS ↓+2 12↑+4
7	29	12←+2 CS ↓+2 12CS
10	30	(wall) ↓→+1 12←+2 ←+2 124CS←+1

DRAGON

HITS	DAMAGE%	COMBO
4	20	112 ←+2
6	21	112 123
5	23	↓+2 (walk up) ↓+2 12↑+4
8	18	↓→+1 112 ↓+2 ←↓+2 ←+4

7	41	SM CS CS 12←+2 CS ↓+2 12CS

KORI BLADE

HITS	DAMAGE%	COMBO
4	14	3 3 44
3	10	↓→+1 3 ←→+4
4	16	↓→+1 3 ←↓+2 1←+1

STRATEGY

GENERAL

Sub-Zero, the gelid warrior of Mortal Kombat, relies on his namesake to gain the upper hand against opponents. The strength of his offensive and defensive skills spawns from his mastery of the element of cold. Coupled with the Shotokan style, Sub-Zero's mastery of cold can be used to quickly attack his opponents. Although he only does moderate combo damage, Sub-Zero possesses an array of effective options to set up adversaries for a variety of attacks.

Because Sub-Zero's combos don't do big damage, he must utilize his mix-ups in order to put massive pressure on the enemy. Smart opponents will be apprehensive of his quick attacks and deceptively mighty *Ice Shaker*. Unsuspecting enemies will find themselves juggled for major damage, and relentlessly punished by the power of ice.

From the Kori Blade stance, the *Sweep Kick* (← + 4) can lead into a *Stomp Kick* (3) to create a useful mix-up. This will cause the opponent to second-guess what might happen; you can either try to hit them with a strong blow or you can attempt to juggle them. However, if Sub-Zero's continually blocked, mix-up your options in order to keep your opponent guessing. The key is to avoid telegraphing Sub-Zero's moves because he cannot waste any attack–all blows must count.

Sub-Zero's strength lies in speed; the Shotokan stance is ideal for quick attacks, and it's your staple style when you choose to juggle. *3-Hit Claws* (1 2 ← + 2) is deadly because it's a move that allows opportunities for additional damage. Again, because Sub-Zero's juggles may only do about 25% damage at the most, it's imperative that you set-up your opponents for more combo damage.

If you find yourself in a situation where the enemy's trying to rush you, use the *Ice Shoulder* for some quick and easy retaliation. Instead of laying on some hurt, they'll find themselves at a disadvantage[md]their attacks will be countered with freezing cold. Not only will this fluster the opponent, you'll have increased your chances for delivering some ice-ridden damage.

Although the *Ice Shoulder* is a useful tool, the *Ice Shaker* may be Sub-Zero's most important special move. Coupled with Sub-Zero's swiftness, this sneaky move will catch most foes off guard if they try to attack you too soon. This move stays in animation for a long time, so it may screw up your opponent's timing and expectations, exposing them for some well-deserved damage. Use your special moves as tools, baiting an opponent in so that you can juggle them. If you have the lead, you may want to remember using the Kori Blade stance and the mix-up so that Sub-Zero's opponents will never know what to expect.

SUMMARY

All in all, Sub-Zero lives up to his title as Grandmaster of the Lin Kuei and his legend as one to be feared in Kombat. His *Ice Shaker* will put the fear into anyone foolish enough to step into the arena and his speed will teach them how hypothermia truly feels. Use the advantage that the Shotokan and Kori Blade stances offer and maintain an aggressive posture to keep your opposition guessing. Use his mix-ups as yet another tool for domination and soon you'll discover that Sub-Zero is truly the king of the tundra!

OLD SCHOOL INFO

MORTAL KOMBAT I

The actual name and origin of this warrior are unknown. However, based on his uniform, it's believed that he belongs to the Lin Kuei, a legendary clan of Chinese ninjas. As his name implies, he has mastered the element of cold. His deep-freeze leaves an opponent at his mercy, a dangerous situation, for Sub-Zero possesses none.

Fatality
Spine Rip

MORTAL KOMBAT II

Thought to have been killed in the Shaolin Tournament, Sub-Zero mysteriously returns. It is believed he traveled into the Outworld to again attempt to assassinate Shang Tsung. To do so he must fight his way through Shao Kahn's tournament.

Fatalities
Ice Shatter Uppercut
Ice Ball Explosion

MORTAL KOMBAT 3 SERIES

The ninja returns unmasked. His own ninja clan - the Lin Kuei - betrayed him. He broke sacred codes of honor by leaving the clan and is marked for death. But unlike the ninja of old, his pursuers come as machines. He must not only defend against the Outworld menace, but must also elude his soulless assassins.

Fatalities
Frozen Body Press
Deadly Mist

MORTAL KOMBAT 4

After Shao Kahn's defeat at the hands of Earth's fighters, Sub-Zero's warrior clan known as the Lin Kuei is disbanded. But with the new threat brought on by Quan Chi, the ice warrior once again dons the familiar costume once worn by his brother–the original Sub-Zero. He also holds secrets passed onto him from his sibling - secrets that could hold the key to stopping Shinnok.

Fatalities
Spine Rip 2.0
Ice Shatter

BIOGRAPHY

The cyborg ninja Cyrax regained his soul with the aid of Special Forces agents Sonya Blade and Jackson Briggs. In return for their help, he joined the Special Forces Outerworld Investigation Agency and became a scout in the realm of Outworld. On his last transport to that realm, a reptilian creature ambushed Cyrax. His arm console was damaged in the struggle and with it his Inter-realm portal technology. He defeated the creature, but will have to find some other means to return to Earthrealm.

STATUS	*Special Forces*
ALIGNMENT	*Good*
WEIGHT	*650*
HEIGHT	*5' 11"*
FIGHT STYLES	*Ninjitsu* *Sambo* *Pulse Blade*
DIFFICULTY	*4*

SPECIAL MOVES

NAME	COMMAND	NOTE
Detonator (far)	←→+1	↑
Detonator (close)	→←+1	↑
Spinkicks	↓←+3	↓
Slice and Dice	←→+4	

NINJITSU

NAME	COMMAND	NOTE
Straight Strike	1	
Ninja Strike	←+1	↑
Low Punch	↓+1	
Strong Elbow	2	
Double Fist Strike	↑+2	
Low Palm Strike	↓+2	
Spinning Back Kick	3	↓
Shin Kick	←+3	
Low Kick	↓+3	
Front Kick	4	
Ducking Mid Kick	↓+4	
Back Flip	SM	
Throw	→+SM	
Ninja Strikes	1 1 1	
Stealth Blast	1 1 2	
Cyborg Strikes	1 1 ←+1	↑
Yellow Doom	1 1 3	↑
Full Gore	1 1 ↑+2	
Pain Killer	1 1 ←+1 CS	↑

BASIC MOVES

COMBO CHAINS

SAMBO

NAME	COMMAND	NOTE
Quick Jab	1	
Hammerfist Strike	←+1	↑
Low Hook Punch	↓+1	
Shoulder Toss	2	↓
Straight Chop	↑+2	
Rising Fist	↓+2	↓
Backward Elbow	←+2	↓
Roundhouse	3	↓
Low Fist Strike	↓+3	
Big Leg	4	
Low Shin Kick	↓+4	
Taunt	SM	
Throw	→+SM	
3 Step Rush	1 1 1	
Quicksand	1 1 4	
Ketchup	1 1 ←+1	↑
Mustard	1 1 ←+2	↓
LK9T9	←+2 →+2 CS	↑
Oil Leak	←+2 →+2 ↑+2	↓
LK4D4	1 1 ←+2 →+2 CS	↑
Self Destruct	1 1 ←+2 →+2 ↑+2	↓

BASIC MOVES

COMBO CHAINS

PULSE BLADE

NAME	COMMAND	NOTE
Cutting Blade	1	↓
Sweeping Edge	←+1	↓
Stomping Blade	↑+1	↓
Downward Blade	↓+1	
Circling Swipe	2	
Lifting Blade	←+2	↑
Low 2-hit Strike	↓+2	
Back Kick	3	
Sweep Kick	←+3	↓
Twisting Edge	↓+3	
Knee Strike	4	
Thrusting Sword	↓+4	
Impale	SM	

BASIC MOVES

CYRAX

FATALITY

Claw Smasher	→ → ↑ 2

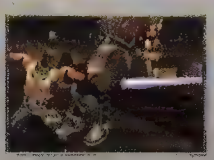
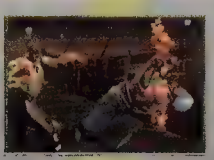
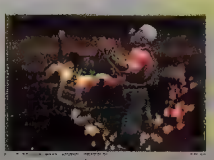
COMBOS

NINJITSU

HITS	DAMAGE %	COMBO
7	16	1 1 ← + 1 ← + 1 1 1 ↑ + 2
4	21	(far) ← → + 1 ↓ ← + 3
4	23	(far) ← → + 1 1 1 ↑ + 2
7	26	1 1 ← + 1 CS ← + 2 → + 2 CS

6	27	1 1 ← + 1 CS 1 → → + 4

9	33	1 1 ← + 1 CS 1 1 ← + 2 → + 2 CS
8	35	(wall) 1 1 ← + 1 CS ↓ + 4 CS CS 1 1 ↑ + 2

SAMBO

HITS	DAMAGE %	COMBO
7	15	1 1 ← + 1 ← + 1 ← + 2 → + 2 CS
5	30	(close) → ← + 1 3 (explosion) ← + 2 → + 2 CS
5	30	(close) → ← + 1 3 (explosion) ↓ ← + 3

PULSE BLADE

HITS	DAMAGE %	COMBO
5	21	← + 2 ← + 2 ↓ ← + 3
5	22	← + 2 ← + 2 CS 1 1 ↑ + 2
5	24	(far) ← → + 1 ← + 2 CS 1 1 ↑ + 2
6	24	(wall) ← + 2 ← + 2 ↓ + 4 CS 1 1 ↑ + 2
9	41	SM (impale) CS 1 1 ← + 1 CS 1 1 ← + 2 → + 2 ↑ + 2

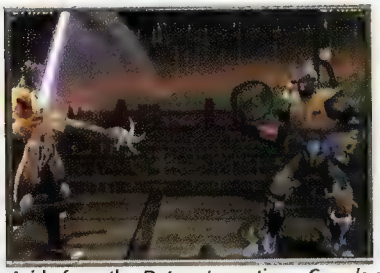
GENERAL

Cyrax returns to *Mortal Kombat* with a vengeance. His overall style has changed, but his ability to pump out the damage hasn't. Veteran players will notice that Cyrax has lost his infamous *Net* special move from *MK3*. Also, with the system change that forces characters to wait before performing consecutive special attacks, Cyrax's constant *Detonator* tricks no longer work.

For Cyrax to be effective, he must know when to use the *Detonator* options, and how to make his opponent eat the unblockable damage. After certain hits and combos that end in a knockdown, using the close *Detonator* (➡⬅+2) can prove worthwhile. The main trick is to perform it as soon as possible so as to limit the amount of recovery your opponent will be able to take advantage of. Many times, even if your opponent gets up and attempts to attack Cyrax, the *Detonator* will explode and send them reeling.

The *Pain Killer* combo chain from Ninjitsu stance is one of Cyrax's most potent attack options. It's fast enough for punishing mistakes, and it also leads to some very strong mix-ups. Since the third hit of *Pain Killer* appears to be the final hit, you can often catch your opponent off-guard by finishing it with the stance switch. If you think that your opponent will block all four hits, opt only to use the first two hits. They recover much faster than the single punch.

Using the basic 2-hit kombo from the Ninjitsu stance (1 1) repeatedly can be very annoying for opponents. It's especially good if you anticipate correctly and finish the kombo as your opponent attempts to retaliate. Scoring combo opportunities as your opponent tries to attack will put a damper on any further retaliation attempts. Eventually the opponent will get tired of taking guard-damage and be forced to change their strategy, ultimately opening up opportunities for the full *Pain Killer* to connect. CHEAP!



Aside from the *Detonator* options, Cyrax's other special moves aren't very useful due to their horrible recovery. *Spinkicks* (⬇⬅+3) work decently to punish some moves, but you're much better off going for a launch first. *Slice and Dice* (⬅➡+2) is also a good punisher (especially from mid-range), but if you miss it, you're really asking for a beating.

In Pulse Sword stance, landing the *Impale* (Pulse Sword SM) early can often spell victory. Due to the fact that the *Impale* gradually drains health from the opponent, even simple combos end up hitting for massive damage. If you score with an *Impale*, try locking your opponent up with constant punches from Ninjitsu stance. If you get an opportunity to launch an opponent, perform the longest juggle combo you know and force them to eat the additional *Impale* damage while they're in the air.

SUMMARY

Overall, Cyrax is a decent character. His special moves leave something to be desired, but his basic combos can cause serious damage. Always look for opportunities to make your opponent eat a *Detonator*. Also, by constantly bombarding your opponents with Ninjitsu punches, you can keep them pinned and force them to make errors.

MORTAL KOMBAT 3 SERIES

Cyrax is unit LK-4D4, the second of three prototype cybernetic ninjas built by the Lin Keui. Like his counterparts, his last program command is to find and terminate the rogue ninja, Sub-Zero. Without a soul, Cyrax goes undetected by Shao Khan and becomes a possible threat to his occupation of Earth.

Fatalities

Helicopter Destruction
World Domination

BIOGRAPHY

The Oni Torementor Drahmin resided in the 5th plane of the Netherrealm for centuries. It was therefore no surprise to Moloch that Drahmin would so readily accept Quan Chi's offer of freedom from that realm in return for protection from the ninja spectre Scorpion. Drahmin and Moloch savagely brutalized Scorpion whenever he made a move for Quan Chi. It would not be long before they would be released upon the world of the living and taste mortal flesh once more.

STATUS	*Oni Demon*
ALIGNMENT	*Evil*
WEIGHT	*???*
HEIGHT	*???*
FIGHT STYLES	*Netherealm Oni Iron Club*
DIFFICULTY	*5*

SPECIAL MOVES

NAME	COMMAND	NOTE
Ball-O-Flies	← → + 2	
Propeller Clock	→ → + 2	↑
Supper Uppercut	↓ ← + 1	↓
Ground Smash	← ↓ + 4	↑

NETHERREALM

NAME	COMMAND	NOTE
Big Whack	1	↓
Low Swipe	↓ + 1	
Gut Smash	2	
Low Strike	↓ + 2	
Straight Kick	3	↑
Back Kick	← + 3	
Rising Blast	↓ + 3	↑
Hooking Kick	4	
Low Kick	↓ + 4	↓
Taunt	SM	
Throw	→ + SM	

ONI

NAME	COMMAND	NOTE
Iron Lunge	1	
Low Swipe	↓ + 1	
Smashing Iron	← + 1	↑
Crushing Chop	2	↑
Low Strike	↓ + 2	
Frontal Kick	3	
Sweep	← + 3	↓
Rising Blast	↓ + 3	↑
Side Kick	4	
Low Kick	↓ + 4	
Shove	SM	
Throw	→ + SM	

IRON CLUB

NAME	COMMAND	NOTE
Head Smash	1	
Leaping Smash	↓ + 1	↓
Mid Swipe	↓ + 1	
Uppercut	2	
Doom Chop	← + 2	↑
Low Strike	↓ + 2	
Iron Strike	3	
Iron Sweep	← + 3	
Rising Blast	↓ + 3	↓
Neck jab	4	
Power Swipe	← + 4	↓
Low Kick	↓ + 4	
Neijin	SM	
Throw	→ + SM	

FATALITY		
Iron Bash	←→→↓3	

COMBOS

NETHERREALM

HITS	DAMAGE%	COMBO
3	19	(jump) 1 3 ↓←+1

3	19	←↓+4 3 ↓←+1
3	19	←↓+4 3 ←→+2
5	21	→→+2 3 ↓←+1
5	21	→→+2 3 ←+3
6	22	(wall) →→+2 3 ↓+2 ↓←+1
4	24	(throw) 3 ↓←+1
8	24	(wall) →→+2 3 ↓+2 →→+2

ONI

HITS	DAMAGE%	COMBO
3	19	2 2 ←→+2

5	22	→→+2 2 ↓←+1
6	23	(wall) →→+2 2 ↓+1 ↓←+1
7	24	(wall) →→+2 2 →→+2
8	25	(wall) →→+2 2 ↓+1 →→+2

IRON CLUB

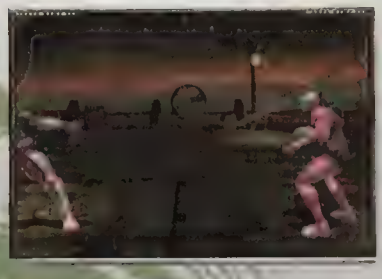
HITS	DAMAGE%	COMBO
5	20	→→+2 ←+2 ↓←+1
5	20	→→+2 ←+2 ←+4

5	53	SM →→+2 ←+2 ←+4
8	62	(wall) SM →→+2 2 ↓+1 →→+2

GENERAL

Another new addition to the *Mortal Kombat* lineup is Drahmin. He appears deadly, though this sheep in wolves clothing isn't much to fear. He benefits from an unblockable ground pound and an odd jumping punch, but it isn't enough to carry him through the challenges he faces in the arena. His combo options are extremely limited, so if you're looking for a challenge, this is the character for you.

Since Drahmin lacks the aforementioned combo options, it's crucial to make the most out of his *Power-Up* (Iron Club SM) ability (it's called *Neijin* in the moves list). It can really boost his offense. Landing a *Propeller Clock* (➡➡+2) after a *Power-Up* can mean an easy 50% combo with almost no additional effort.



Landing the *Propeller Clock* is one of the fastest ways to damage with Drahmin. It's crucial to know when the best times to use it are. Most of the time, it will be after you block a kombo chain from your opponent. However, after special moves are blocked, you can hit them will a *Propeller Clock* as well. In addition, using the avoid-step in close to force your opponent to miss attacks, can really open them up for the *Propeller Clock*.

SUMMARY

Since Drahmin really lacks both chain and juggle combo power, his overall effectiveness is relatively poor compared to the rest of the cast. His *Ground Smash* opens up some possibilities, but Drahmin doesn't have much to capitalize with after it hits. The only edge that he holds over other characters is the fact that his jumping punch bounces opponents off the ground.

The important thing to remember when using the *Power-Up* is to set it up so you don't open yourself to punishment. Since the *Power-Up* is only available in Iron Club stance, using it as soon as you connect with a *Doom Chop* (Iron Club ⬅+2) works pretty well. You may want to actually combo a couple of *Doom Chops* and then use the *Power-Up*.

In Oni stance, Drahmin has a respectable mix-up by way of his *Sweep* (⬅+3) and *Crushing Chop* (2). It's a simple mid/low option to keep your opponent guessing. However, neither option nets him much damage. If you think your opponent is expecting a *Sweep*, this is a prime opportunity to use the infamous *Propeller Clock*.

Try using the *Power-Up* first, then using the *Sweep* a few times. Train them to block low after the *Power-Up*. Then, start mixing in the *Propeller Clock*. Here's where you will really begin to see Drahmin's damage in full effect. Obviously when your opponent begins to fear the *Power-Up Clock*, you can attack low at will. It's better for them to take the low damage than eat massive *Propeller Clock* combos!

BIOGRAPHY

Sub-Zero had reformed the Lin Keui clan and held a tournament to recruit the best of the best. The winner was a mysterious female named Frost who seemed to have freezing abilities similar to those of Sub-Zero. Breaking with Lin Kuei tradition, the new Grand Master, Sub-Zero, took it upon himself to train this new recruit. With his help, Frost was able to better harness her Kori powers. Sub-Zero was not able to teach her humility, however, and her arrogance grew along with her superior fighting abilities.

STATUS	*Lin Kuei*
ALIGNMENT	*Unknown*
WEIGHT	*120*
HEIGHT	*5' 8"*
FIGHT STYLES	*Tong Bei Yuan Yang Daggers*
DIFFICULTY	*2*

SPECIAL MOVES

NAME	COMMAND	NOTE
Slide	↓ → + 4	↓
Ground Ice	↓ ← + 3	#1

#1 Hits low
Will backfire if used on an already frozen opponent

TONG BEI

NAME	COMMAND	NOTE
Cold Strike	1	
Falling Strike	↓ + 1	
Corkscrew Strike	← + 1	↓
Ice Crusher	↑ + 1	↑
Slapping Palm	2	
Low Rising Strike	↓ + 2	
Icy Maul	← + 2	↓
Northern Lights	↑ + 2	↓
Cutting Gut Kick	3	
Low Roundhouse	← + 3	
Power Kick	↑ + 3	↓
Low Poke	↓ + 3	
Frosty Kick	4	
Winter Winds	↑ + 4	
Thrusting Low kick	← + 4	
Frozen Elbow	↓ + 4	
Back Flip	SM	
Throw	→ + SM	
Shiver	1 2	
Spring and Autumn	3 3	
Chills	1 1 ← + 2	↑
Harmony	2 2 ↑ + 2	↓
Crazy Monkey	1 1 2 ↑ + 4	↑
Tong Bei Fury	1 1 2 2 ↑ + 2	↓
Freezer Burn	1 1 2 2 CS 4 3	
Blizzard	1 1 2 2 CS 4 1 2	
Iceberg	1 1 2 2 CS 4 ↑ + 3	↑
Ice Fall	1 1 2 2 CS 4 → + 1	↓
Snowball	1 1 2 2 CS 4 1 1 ↑ + 3	↑
Frostbitten	1 1 2 2 CS 4 1 1 CS 1 1 1	

BASIC MOVES

COMBO CHAINS

YUAN YANG

NAME	COMMAND	NOTE
Open Hand Strike	1	
Strong Fist	→ + 1	↓
Upward Strike	↓ + 1	
Dual Duck Strike	2	
Low Winged Strike	↓ + 2	
Thrusting Roundhouse	3	
Grounded Duck	↓ + 3	
Lifting Head Duck	↑ + 3	↑
Duck Leg Strike	4	
Tripping Strike	← + 4	
Sweep Kick	↓ + 4	
Neijin	SM	
Throw	→ + SM	
Mandarin Duck Fists	1 2	
Deadly Decoy	4 4 3	
Ice Cold	4 4 1 2	
Mandaring Duck Legs	4 4 ↑ + 3	↑
Waterfall	4 4 → + 1	↓
Deceptive Step	1 1 ↑ + 3	↑
Ugly Duckling	4 4 1 1 ↑ + 3	↑
Frigid Frenzy	1 1 CS 1 1 1	
Snowflake	4 4 1 1 CS 1 1 1	

BASIC MOVES

COMBO CHAINS

DAGGERS

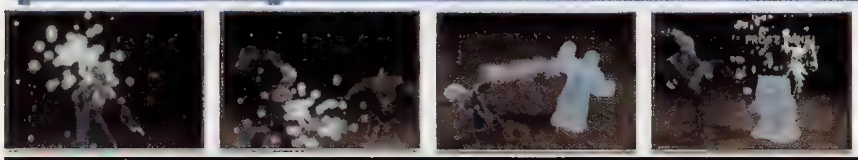
NAME	COMMAND	NOTE
Gut Stab	1	
Stamping Blade	↑ + 1	↓
Low Stagger	← + 1	
Low Strike	↓ + 1	
Dual Lunge	2	
Lifting Dagger	← + 2	↑
Low Stab	↓ + 2	
Side Kick	3	
Low Chop	↓ + 3	
Pop Kick	4	↑
Low Moon Strike	↓ + 4	
Impale	SM	
Frozen Storm	1 1 1 1	
Cold Feet	3 3 3	

BASIC MOVES

COMBO CHAINS

FATALITY

Freeze Shatter	→ ← ↑ ↓ 1

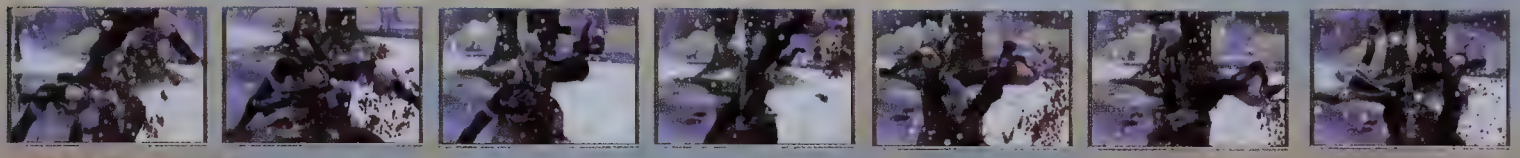


COMBOS

TONG BEI

HITS	DAMAGE%	COMBO
6	15	1 1 ← + 2 1 1 ← + 2
4	18	↑ + 4 2 2 ↑ + 2

8	18	1 1 2 ↑ + 4 ↑ + 4 2 2 ↑ + 2
10	20	(wall) 1 1 2 ↑ + 4 ↑ + 4 3 1 1 2 ↑ + 4
4	22	↑ + 1 ↑ + 1 3 3
6	23	↑ + 1 ↑ + 1 ↓ ← + 3 CS 4 4 3
11	23	1 1 2 2 CS 4 ↑ + 3 ↑ + 3 1 1 ↑ + 3
5	24	↑ + 1 ↑ + 1 CS 1 1 CS
6	24	(wall) ↑ + 4 3 1 1 2 ↑ + 4
11	26	1 1 2 2 CS 4 ↑ + 3 ↑ + 3 1 1 CS
6	28	(wall) ↑ + 1 3 1 1 2 ↑ + 4
8	33	(wall) ↑ + 1 1 1 2 2 CS 4 3
9	34	(wall) ↑ + 1 ↑ + 1 1 1 2 2 CS 4 3

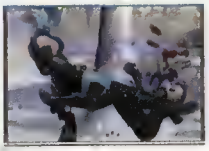
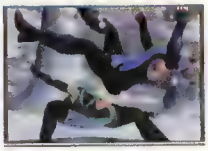


YUAN YANG

HITS	DAMAGE%	COMBO
4	19	↑ + 3 4 4 3
5	21	↑ + 3 ↑ + 3 1 1 ↑ + 3
5	22	↑ + 3 ↑ + 3 1 1 CS
7	23	1 1 ↑ + 3 ↑ + 3 1 1 CS
7	27	(wall) ↑ + 3 1 1 CS 1 1 1
8	29	(wall) ↑ + 3 CS CS 1 1 2 2 CS 4 1
8	30	(wall) ↑ + 3 ↑ + 3 1 1 CS 1 1 1
8	31	(wall) ↑ + 3 CS CS 1 1 2 2 CS 4 3
11	42	SM CS CS 1 1 2 2 CS 4 ↑ + 3 ↑ + 3 1 1 CS
9	55	SM CS CS (wall) ↑ + 1 ↑ + 1 1 1 2 2 CS 4 3

DAGGERS

HITS	DAMAGE%	COMBO
3	11	←+2 4 ↓→+4

5	16	←+2 ←+2 (walk up) 1 1 1
5	16	←+2 CS ↑+4 CS 4 4 3
6	16	(wall) ←+2 ←+2 ↓+2 3 3 3
5	18	←+2 CS ↑+4 CS 1 1 CS
8	26	←+2 CS ↑+4 CS 1 1 CS 1 1 1

STRATEGY

GENERAL

Not to be outdone by the master of Ice - Sub-Zero - Frost makes her *Mortal Kombat* debut in bold fashion. With two special attacks that must be blocked low (one of which is a freeze and has awesome combo potential), she can be extremely deadly in the right hands.

The first part of mastering Frost is learning how to combo out of every stance. From Tong Bei, both *Chills* and *Crazy Monkey* provide quick launching from a fast starting punch. You can also continue into *Iceberg* and *Snowball* for even more damage. Take note that sometimes all of the hits won't connect with the opponent depending on how your feet are lined up in comparison to theirs. It's best to start the longer variations while in open stance, meaning, your left foot is next to the opponents right foot, or vice versa.

From Yuan Yang, *Mandaring Duck Legs*, *Deceptive Step*, and *Ugly Duckling* all work well for starting combos. Though the damage options aren't that astounding, the different variations will work well in different situations.

The best thing about Frost is the fact that she doesn't have many dangerous low attacks. Though this may seem like a problem at first, when you realize that the *Ground Ice* (↓←+3) hits low, the possibilities become readily apparent. The majority of the time, opponents won't be looking to block low if you're constantly attacking them mid-height with launchers. When you start freezing them, they will get paranoid and begin to block low more frequently, which then allows Frost to go for her juggle moves from any stance.

One other option to use is her *Slide* (↓→+4). It also hits low and strikes from a distance. Since it comes out deceivingly fast, it works well from mid range to punish some moves, and knock unsuspecting opponents off their feet. While you don't want to become too predictable with the *Slide*, it's usually safe to throw it out once in a while from a distance.

Frost's *Impale* (Daggers SM) is another very useful tool. If you get an opportunity to connect, go for it. It will make even the simplest combos inflict serious damage, as the blades will slowly siphon energy from your opponent's body. Even if your opponent is standing still, they will still take damage. Connecting with a *Ground Ice* works wonders with the *Impale*. Your opponent will be unable to do anything except take damage! As soon as the freeze is about to wear off, go into a long combo of your choice to maximize the damage!

SUMMARY

Frost has everything going for her: speed, combos, mix-ups, and respectable damage. Both of her low specials, the *Slide* and the *Ground Ice*, are quick and useful. Most importantly, the *Ground Ice* sets up even more damage opportunities. Though she may not hit as hard as some of the other characters, she can make the most out of almost any situation while in any stance. That's what makes her such a great character.

BIOGRAPHY

A member of the Red Dragon, Hsu Hao's duty was to infiltrate the Special Forces and covertly guide them to the members of the Black Dragon. Once the Black Dragon was seemingly destroyed, Hsu Hao was ordered to remain among the Special Forces ranks as an informant until further notice. That notice came when his superior Mavado, ordered him to destroy the Outerworld Investigation Agency's ability to travel to the Outworld. Hsu Hao would not dishonor his Red Dragon clan; he would complete his task at any cost.

STATUS	*Red Dragon*
ALIGNMENT	*Evil*
WEIGHT	*220*
HEIGHT	*6' 1"*
FIGHT STYLES	*Shuai Chiao* *Wrestling* *Sun-Moon*
DIFFICULTY	*4*

SPECIAL MOVES

NAME	COMMAND	NOTE
Cyrus Stomp	←→+3	
Kahn Klap	←↓+1	↓

SHUAI CHIAO

NAME	COMMAND	NOTE
Single Hand Strike	1	
Lunging Palm	←+1	
Low Wing Strike	↓+1	
Uppercut	2	
Shoulder Lunge	→+2	↓
Crouching Chop	↓+2	
Front Snap Kick	3	
Crouching Sweep	↓+3	↓
Rising Knee	4	
Sweep	←+4	↓
Low Kick	↓+4	
Back Flip	SM	
Throw	→+SM	
Bottle Opener	2 2	↓
Bone Crusher	1 1 3	
Asylum	1 1 ←+1	

BASIC MOVES

COMBO CHAINS

WRESTLING

NAME	COMMAND	NOTE
Back Breaker	1	↓
Shoulder Toss	←+1	↓
Rising Neck Strike	↓+1	
Strong Hook Punch	2	
Spinning Backfist	←+2	
Low Jab	↓+2	
Straight Kick	3	
Low Kick	↓+3	
Front Kick	4	
Low Shin Kick	↓+4	
Reversal	SM	
Throw	→+SM	
Insanity	←+2 ←+2	

BASIC MOVES

COMBO CHAINS

SUN MOON

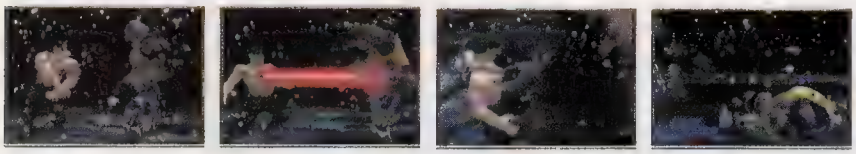
NAME	COMMAND	NOTE
Quick Chop	1	
Piercing Low Strike	↓+1	
Downward Circling Strike	←+1	
Twisting Sword	2	↑
Rising Strike	↓+2	
Upward Circling Sword	←+2	
Gut Strike	3	
Push Strike	→+3	↓
Cutting Sword	↓+3	
Edge Stab	4	
Rising Chop	↓+4	
Piercing Strike	SM	
The Kahn	1 →+3	↓
Lost Dragon	4 →+3	↓
Setting Sun	←+1 ←+2	↓

BASIC MOVES

COMBO CHAINS

FATALITY

Laser Slicer	→←↓↓2

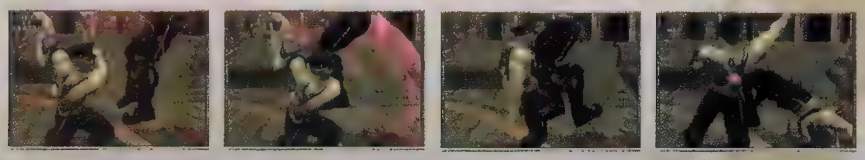


COMBOS

SUN MOON

HITS	DAMAGE %	COMBO
4	14	2 2 ←↓+1
4	17	2 2 4→+3

4	18	2 2 1→+3
4	18	(wall) 2 2 CS 4 CS ↓+1



3	19	2 ←+1
5	21	2 2 CS 1 1 ←+1

5	21	(wall) 2 2 ↓+1 ←+2
6	22	(wall) 2 2 ↓+1 CS 1 1 2 2
6	24	(wall) 2 2 ↓+4 CS 1 1 3

6	25	(wall) 2 2 4 1→+3

GENERAL

Hsu Hao is a bit of an anomaly in *Mortal Kombat Deadly Alliance*. He can only launch the opponent in his weapon stance, and he has a throw that must be blocked low as opposed to the traditional *MKDA* high block. The low throw is only available in the Shuai Chiao and Wrestling stances. In his weapon stance, Sun Moon, Hsu Hao has some very fast strikes that rival the fastest moves in the game. Overall, a solid Hsu Hao player will stick with either the Wrestling or Sun Moon stances for the majority of their offense.

Perhaps the simplest mix-up with Hsu Hao comes in his Wrestling stance. His *Back Breaker* (1) and *Shoulder Toss* (←+1) are grabs that must be blocked high, and his normal *Throw* (→+SM) must be blocked low. By intermittently switching between them, you can keep snatching your opponent up for extra damage. After any of the throws connect, quickly get in close by jumping in without attacking. As soon as you land, go back into the mid/low throw mix-up!

One trick that works well in Hsu Hao's Shuai Chiao and Wrestling stances is to jump in without attacking, then, as soon as you land, go for a low *Throw* (→+SM). Most opponents will expect a jump attack, which needs to be blocked high. Landing and throwing low will whisk your opponent off their feet into damage-land!

Once in the Sun Moon stance, use the *Low Sword* (↓+3) to train your opponent to block low. Any time you see your opponent crouching, punish them with a *Push Strike* (→+3) or *Twisting Sword* (2). While the *Push Strike* will send them reeling, *Twisting Sword* can offer up an opportunity for quick kombo damage. The only problem here is that Hsu Hao doesn't have much in the way of high-damage combos.

It's in your best interest to stay away from either of Hsu Hao's specials. Both have horrible recovery time and there isn't much of a bonus for using either. The *Cyrus Stomp* (←→+3) has to be blocked high, but as you know, the majority of the time your opponent will be blocking at that height. Also, even if they are blocking low when you start it, it's obvious enough that an opponent will have time to react, resulting in an easy block with retaliation sure to follow.

SUMMARY

For a big guy, Hsu Hao lacks the traditional "big damage" that the large characters are so often associated with. However, what he lacks in damage, he makes up for in speed with his Sun Moon stance. Overall it's one of the faster weapon stances in the game and it makes punishing attacks relatively easy. Most of the time you'll want to stay in Sun Moon since it has his only real juggle combo options, and because of the aforementioned weapon speed. With this in mind, remember that his *Throw* is unavailable in Sun Moon, which does give his other stances some effectiveness. Wrestling is probably the second best alternative because of its mid/low throw mix-up options.

BIOGRAPHY

Jax spent most of his time in the heavily fortified underground facilities of the Outerworld Investigation Agency. From an enormous underground chamber, Jax would send his agents to the other realms by way of man-made inter-realm portals. Two of his agents, the cyborg ninja Cyrax and the rogue swordsman Kenshi, had been assigned to the realm of Outworld – a domain of strange creatures and maniacal sorcerers. Jax would soon be reminded of just how dangerous a threat to Earth that realm could be.

STATUS	*Special Forces*
ALIGNMENT	*Good*
WEIGHT	*350*
HEIGHT	*6' 8"*
FIGHT STYLES	*Muay Thai* *Judo* *Tonfa*
DIFFICULTY	*2*

SPECIAL MOVES

NAME	COMMAND	NOTE
Ground Pound	→ → ↓+3	
Machine Gun	← →+4	
Piston Punch	↓ →+1	

MUAY THAI

NAME	COMMAND	NOTE	
Swing Punch	1		BASIC MOVES
Spinning Strike	←+1		
Cutting Up Elbow	↓+1		
Straight Punch	2		
Hooking Punch	←+2	↓	
Low Swing Punch	↓+2		
Farewell Knee	3		
Roundhouse	↑+3	↓	
Lower Knee	↓+3		
Forward Foot Push	4		
Pecking Kick	↓+4		
Taunt	SM		
Throw	→+SM		
Get Some Sucka	←+1 2	↓	COMBO CHAINS
What You Get	2 2 4		
Rush N Hook	2 2 1		
Boot Kamp	3 3 4		
Im Gonna Get Ya	2 2 ↑+3	↓	
Jax Special	2 2 ←+1 2	↓	
Ballistic Wind	2 2 3 3 4		
In Your Face	2 2 CS 4 3		
Insertion	2 2 CS 4 ←+2	↑	
Damage Control	2 2 CS 4 CS 4	↓	

JUDO

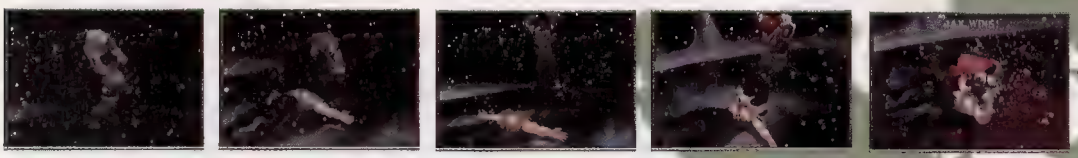
NAME	COMMAND	NOTE	
Suplex	1	↓	BASIC MOVES
Thrusting Palms	←+1		
Rising Double Fist	↓+1		
Leg Trip Throw	2	↓	
Standing Uppercut	←+2	↑	
Gut Punch	↓+2		
Back Kick	3		
Backward Spin Kick	←+3		
Low Sweep	↓+3		
Side Snap Kick	4		
Wheel Kick	←+4	↓	
Low Kick	↓+4		
Reversal	SM		
Throw	→+SM	↓	
Groundwork	4 4 3		COMBO CHAINS
Metal Fury	4 4 ←+2	↑	
No-Mans Land	4 4 CS 4	↓	

TONFA

NAME	COMMAND	NOTE	
Spear Hand	1		BASIC MOVES
Low Double Strike	↓+1		
Double Strike	→+1		
Downward Strike	2		
Scissor Sweep	↓+2		
Scissor Strike	3		
Uppercut Strike	↓+3		
Dashing Strike	→+3		
Roundhouse Elbow Strike	4		
Low Back Hand	↓+4		
Tonta Sweep	←+4		
Sidestep Swing	SM		
Stand-Down	4 4		COMBO CHAIN

FATALITY

Head Stomp	↓ → → ↓ 2



COMBOS

MUAY THAI

HITS	DAMAGE%	COMBO
7	32	2 2 CS 4 ←+2 ←+2 ←→+4
13	36	2 2 CS 4 ←+2 2 ←+2 ↓+1 ↓→+1
8	38	2 2 CS 4 ←+2 ←+2 4 4 (whiff) CS

9	39	2 2 CS 4 ←+2 ←+2 CS CS 2 2 CS
12	57	(wall) 2 2 CS 4 ←+2 ←+2 CS CS 2 2 CS 4 CS

JUDO

HITS	DAMAGE%	COMBO
4	14	←+2 ←+2 4 4
5	17	4 4 ←+2 ←+2 ←→+4

6	17	4 4 ←+2 ←+2 CS 4 4
5	22	←+2 ←+2 CS CS 2 2 CS
8	30	(wall) 4 4 ←+2 ←+2 CS CS 2 2 CS 4

TONFA

HITS	DAMAGE%	COMBO
4	16	←+2 ←+2 4 4
5	21	SM CS CS ←+2 CS CS 2 2 CS
4	22	←+2 CS 2 2 4
5	19	(wall) ←+2 ←+2 1 4 4
9	23	(wall) ←+2 ←+2 1 ↓→+1
7	42	(wall) ←+2 ←+2 CS 2 2 CS 4 3

GENERAL

Major Jackson Briggs returns for yet another *Mortal Kombat* with updated attacks and devastating combo potential. His Muay Thai stance reigns supreme for damage, but both of his other stances offer superb attack options as well. Most of the time you will be beginning a combo from the Muay Thai, and then switching right back into it so that you can keep the offense going.

From Muay Thai stance, the *Insertion* combo chain leads to his most damaging juggles. If you notice your opponent blocking the first few hits of *Insertion*, switch up and finish with the *In Your Face* chain instead. However, you can always cut either of them short and attempt for the side step into punishment.

The *Straight Punch* (Muay Thai 2) by itself is a great poke. It has excellent recovery and hits from a distance. The *Double Straight Punch* (Muay Thai 2 2) is less effective as a poke, because it has increased recovery. Using just the single punch to keep your opponent at bay, then switching into an avoid-step to evade incoming retaliation attempts, can prove to be very useful. This way, you can go right back into the *Insertion* after your opponent whiffs their attack. It's hammer time!

If you switch into the Judo stance and bait your opponent into whiffing an attack, use the *Metal Fury* to knock them flat. If you launch them, go for a combo finish for a little over 20% damage. It's not much to write home about, but it's enough to keep your opponent from throwing out random attacks after you cut your combo chains short.

Another good option from Judo stance comes by way of the *Reversal* (SM). If you manage to grab one of your opponents attacks with the *Reversal*, go right into *Metal Fury* for free punishment.

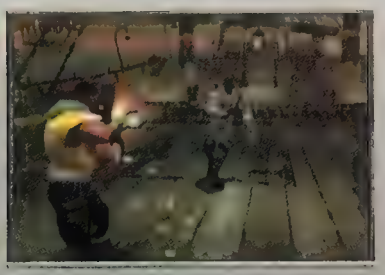
The *Ground Pound* (➡➡⬇+3) is an especially strong special move because it's unblockable anywhere on the screen. After single knockdowns or big juggle combos, throwing out a *Ground Pound* as the opponent rises can net you additional damage. At full screen, if your opponent manages to avoid the *Ground Pound* by jumping, there's not much that they'll be able retaliate with unless they have a ridiculously quick, long-range attack.

In Tonfa stance, the *Tonfa Sweep* (⬅+4) is a solid tripping attack that has great reach. Mixed with the *Tonfa Slam* (⬅+2), this high/low mix-up may not do a lot of damage, but it can trick opponents into taking a decent amount of damage for simply blocking incorrectly.

Also from the Tonfa stance, the *Sidestep Swing* (SM) works well for avoiding linear attacks and punishing an opponent with a juggle opportunity. Though the combos from the *Sidestep Swing* aren't that large, the damage is still free!

SUMMARY

Since Jax can throw down nearly 40% from his Muay Thai stance from any location on the screen, he'll definitely instill fear in the hearts of many opponents. This makes him highly potent in Muay Thai, but don't overlook his other options in Judo and Tonfa stances. His damage is limited in both of his other stances, yet his mix-ups are relatively decent, especially in Tonfa.



MORTAL KOMBAT II

His real name is Major Jackson Briggs, leader of a top US special forces unit. After receiving a distress signal from Lt. Sonya Blade, Jax embarks on a rescue mission. One that leads him into a ghastly world where he believes that Sonya is still alive.

Fatalities
Head Crush
Arm Rip

MORTAL KOMBAT 3 SERIES

After failing to convince his superiors of the coming Outworld invasion, Jax begins to covertly prepare for future battles with Kahn's minions. He fits both arms with indestructible bionic implants. This is a war Jax is prepared to win.

Fatalities
Blade Arms
Big Boot Crush

MORTAL KOMBAT 4

When Sonya disappears while tracking the last living member of the Black Dragon, Major Jackson Briggs heads after her. He soon finds that Sonya's mission has led her into a battle with the forces of an evil Elder God. This is a battle they must win or their own world will crumble at the hands of Shinnok.

Fatalities
Arm Rip
Head Crush

BIOGRAPHY

Having freed her home world of Edenia from Shao Kahn's grasp, Kitana Led her people to battle against the weakened Emperor in a pre-emptive strike. She allied with the Shokan armies of Outworld, led by Prince Goro, and together their two nations were on the brink of victory. Tragedy struck when Goro was killed in battle and the Shokan army spiralled into leaderless chaos. But in a strange turn of events, Shao Kahn was slain by unknown assailants and Kano's troops began a hasty retreat. Kitana had won, but at a terrible cost to the Shokan people.

STATUS	*Princess*
ALIGNMENT	*Good*
WEIGHT	*128*
HEIGHT	*5' 9"*
FIGHT STYLES	*Eagle Claw* *Ba Gua* *Steel Fans*
DIFFICULTY	*4*

SPECIAL MOVES

NAME	COMMAND	NOTE
Pretty Kick	↑+3	
Fan Lift	←→+1	#1

#1 Stuns Opponent and pulls them close to Kitana

EAGLE CLAW

NAME	COMMAND	NOTE
Mid Eagle Claw	1	
Low Eagle Claw	↓+1	
High Eagle Claw	←+1	
Side Finger Jab	2	
Sidestep Claw	↑+2	↓
Low Claw Swipe	↓+2	
Double Eagle Claw	→+2	
Side Heel Kick	3	
Chyun Teui	←+3	
Claw Scratch	↓+3	
Solar Plexus Kick	4	
Lifting Kick	↑+4	↑
Crouching Upward Strike	↓+4	
Front Toe Kick	←+4	↓
Shove	SM	
Throw	→+SM	↓
Shooting Star	4 3	
Walking Fists	2 1	
Grounded	4 ←+4	
Lipstick	4 ←+1	
Pucker Up	4 ↑+4	↑
Broken Talon	1 4 3	
Tiny Bubbles	4 4 3	↓
Splitting Bone	4 3 ←+3	↓
Up and Away	1 4 ↑+4	↑
Down Boy	1 4 ←+4	↓
Faceplant	1 4 ←+1	
Back Off	4 4 →+2	
Ill Eagle	1 4 4 →+2	
Lost Love	4 4 CS 3 →+3 CS	↑
Baguash	1 4 4 CS 3 →+3 CS	↑

BASIC MOVES

COMBO CHAINS

BA GUA

NAME	COMMAND	NOTE
Ox Tongue Palm Strike	1	
Dragon Palm Strike	↓+1	
Snake's Tail	←+1	↓
Hooking Strike	2	
Spear Hand Thrust	←+2	
Low Snapping Palm	↓+2	
Spinning Force Palm	3	
Hammer Palm Strike	→+3	↑
Low Lifting Palm	↓+3	
Stepping Side Kick	4	
Swinging Sweep	←+4	↓
Horse Kick	↑+4	↓
Low Upward Palm	↓+4	
Back Flip	SM	
Throw	→+SM	↓
Art of Overkill	1 3 →+3	↑
Four Dragons	1 3 →+3 CS	↑

BASIC MOVES

COMBO CHAINS

STEEL FAN

NAME	COMMAND	NOTE
Hooking fan	1	
Chest Strike	→+1	↓
Low Swipe	↓+1	
Fan Swipe	2	
Sky Strike	←+2	↑
Fan Smash	→+2	↓
Low Stab	↓+2	
Piercing Kick	3	
Downward Strike	↓+3	
Neck Thrust	4	
Low Poke	←+4	
Upward Strike	↓+4	
Impale	←+SM	
Sidestep Swing	SM	
Princess Blast	3 3	
Kirin Smash	3 →+1	↓
Bootlicker	2 2 2	
Forgotten	1 1 ←+2	↑
Royal Pain	2 2 →+1	↓
Forever	2 2 2 →+2	↓
Edenian Rush	2 2 2 ←+4	

BASIC MOVES

COMBO CHAINS

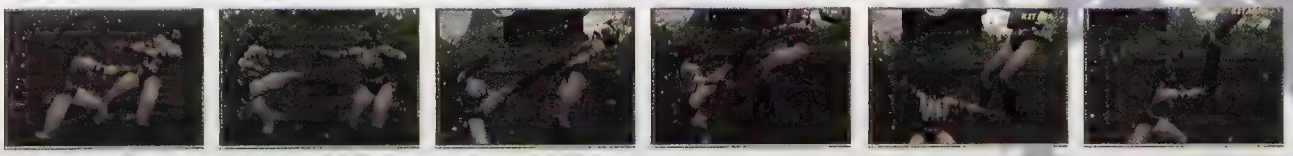
FATALITY

Kiss of Doom	↓ ↑ → → 2

COMBOS

EAGLE CLAW

HITS	DAMAGE%	COMBO
6	21	1 4 ↑+4 ↑+4 2 1



6	22	1 4 ↑+4 ↑+4 4 3
10	**36**	1 4 4 CS 3 →+3 CS 1 ↑+3
10	**37**	1 4 4 CS 3 →+3 CS 1 1 ←+2
11	**40**	1 4 4 CS 3 →+3 CS 2 2 2 →+2

BA GUA

HITS	DAMAGE%	COMBO
7	18	1 3 →+3 →+3 1 3 →+3

11	18	1 3 →+3 ←→+1 1 1 ←+2 2 2 2 →+2
5	20	→+3 →+3 CS 1 1 ←+2
4	24	↑+4 CS 1 1 ←+2
8	29	1 3 →+3 CS 2 2 2 →+2
8	34	(near wall) 1 3 →+3 CS 3 3 →+2

STEEL FAN

HITS	DAMAGE%	COMBO
12	13	←→+1 CS 1 4 ↑+3 ←→+1 1 1 ←+2 2 2 2 →+2
5	20	←+2 ←+2 3 3 →+1
6	26	1 1 ←+2 3 ↑+3
7	25	1 1 ←+2 ←+2 1 ↑+3
6	27	1 1 ←+2 1 1 ←+2
7	27	1 1 ←+2 ←+2 3 3 →+1
7	29	1 1 ←+2 2 2 2 →+1
7	33	(near wall) 1 1 ←+2 3 3 →+1

STRATEGY

GENERAL

The beautiful and deadly Kitana makes another appearance in Mortal Kombat. She retains her trademark *Fan Lift*, as well as her vicious ways in the fighting arena. Kitana is a rare blend of both speed and power, enough to bring any opponent groveling to their knees.

While any stance is deadly, her Eagle Claw stance leads to the biggest combos. By using the first few hits of *Lost Love* or *Baguash*, and then cutting them short, you can get your opponent into a habit of attacking early. By finishing either combo chain randomly, you'll frequently catch your opponent by surprise and send them into the air for some hefty damage.

As with most characters, you can also combo chain into a stance change, then cut the combo short and attempt an avoid-step. If it works, launch them with either a *Lifting Kick* (Ba Gua ↑+4) or *Sky Strike* (Steel Fan ←+2) depending on how your combo chain ended.

The *Fan Lift* (← →+1) is a very interesting move for *MKDA*. Not only does it render the opponent helpless and allow Kitana a free damage opportunity, it's also the only special move in the game that switches stances automatically. No matter what stance

Kitana is in when she performs the *Fan Lift*, she'll always end in her Steel Fan stance. This is important to remember because sometimes it's better to change back to Eagle Claw or Ba Gua after drawing the opponent in. That being said, Kitana also has some solid options directly out of Steel Fan.

The *Pretty Kick* (↑+3) is a strange special move. It has a very simple command for such a useful move. It can be used to finish combos and punish opponents from a distance. Whether you block a combo chain that leaves you at a distance, block a special move that pushes you away, or avoid-step an attack, the *Pretty Kick* can hit your opponent for some easy damage. Kitana's speed will allow her to capitalize on mistakes with her other attacks, but always remember that the *Pretty Kick* is an easy move to pull off.

The *Backflip* (Ba Gua SM) is an interesting maneuver that lets you back away from battle relatively quickly. Though this may seem cowardly, it can set up opportunities to land the *Fan Lift* or even the *Pretty Kick* when your opponent advances. Try backing away using the *Back Flip*, and learn to anticipate your opponent's next plan of attack. This can often give you the advantage you need to land a combo and finish them off!

SUMMARY

With very simple high-damage combos, Kitana stays at the top of the heap as far as kombatants go. In any stance, she can pump out over 30% with relative ease, making her one of the deadliest in the hands of a beginner or a master. Also, her fantastic speed and variation allows her to keep her offense fresh, unlike many of her linear rivals. Important care should be taken when using the *Fan Lift*. Though it helps in combos and can pull opponents out of special moves, remember that it lessens overall damage. If you can finish a combo without the *Fan Lift*, it's usually a wise decision.

OLD SCHOOL INFO

MORTAL KOMBAT II

Her beauty hides her true role as personal assassin for Shao Kahn. Seen talking to an earth realm warrior, her motives have come under suspicion by her twin sister Mileena. But only Kitana knows her own true intentions.

Fatalities
Fan Decapitation
Kiss of Death

MORTAL KOMBAT 3 SERIES

Kitana is accused of treason by the High Courts of Outworld after murdering her evil twin, Mileena. Shao Kahn takes it upon himself to appoint a group of warriors specifically to catch his daughter and bring her back alive. But Kitana must find a way to reach the newly crowned Queen Sindel first and warn her of their true past.

Fatalities
Kiss of Death
Fan Decapitation

BIOGRAPHY

The vampire Nitara had at long last discovered the location of the Orb that bound her realm to Outworld. Unfortunately, it rested in a location she could never access. However, the ninja cyborg Cyrax of Earthrealm had the ability to retrieve it for her. Through careful manipulation, she convinced Reptile to engage Cyrax in combat and destroy his arm panel in the process. The damage to his transporter left him stranded in Outworld. Her plan was coming together beautifully.

STATUS	*Vampire*
ALIGNMENT	*Neutral*
WEIGHT	*???*
HEIGHT	*???*
FIGHT STYLES	*Leopard* *Fu Jow Pai* *Kama*
DIFFICULTY	*5*

SPECIAL MOVES

NAME	COMMAND	NOTE
Unicorn Kick	← ↓ + 4	↓
Blood Spit	→ ← + 2	

LEOPARD

NAME	COMMAND	NOTE
Paw Strike	1	
Dual Claw Push	↑ + 1	↓
Lifting Strike	← + 1	↑
Front Rising Paw	↓ + 1	
Switching Paw	2	
Soaring Paw	← + 2	↑
Low Jab	↓ + 2	
Spin Kick	3	
Step Kick	↓ + 3	
Front Kick	4	↓
Low Kick	↓ + 4	
Wing Flap	SM	
Throw	→ + SM	↓
Leopard At Dawn	1 1 ↑ + 1	↓
Leopard At Rest	1 1 ← + 1	↓
Snow Leopard	1 1 1 2 4	↓
Golden Leopard	1 1 1 CS 1 2	
Tree Leopard	1 1 1 2 ↑ + 1	↓
Dry Blood	1 1 1 CS 1 1 3 CS	↑
Blood Thirsty	1 1 1 CS 1 1 3 3	

BASIC MOVES

COMBO CHAINS

FU JOW PAI

NAME	COMMAND	NOTE
Straight Claw	1	
Knee Strike	← + 1	
Rising Claw	↓ + 1	
Upward Paw	2	
Tiger Strike	← + 2	↓
Tiger Scratch	↓ + 2	
Back Kick	3	
Spinning Low Kick	↓ + 3	
Roundhouse	4	
Lifting Kick	↑ + 4	↑
Shin Kick	← + 4	
Low Toe Kick	↓ + 4	
Neijin	SM	
Throw	→ + SM	↓
Bloodshed	3 3	
Vampire Bash	1 1 1	
Wandering Claws	1 1 2	
Black Tiger	1 1 1 3 3	
Bloodshot	1 1 1 3 CS	↑

BASIC MOVES

COMBO CHAINS

KAMA

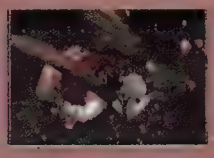
NAME	COMMAND	NOTE
Dual Overhead Strike	1	
Scissor Swipe	→ + 1	↓
Upward Swing	↓ + 1	
Rising Swing	2	↑
Upward Swing	↓ + 2	
Low Cross Strike	3	
Low Sweeping Slice	↓ + 3	
Overhead Strike	↑ + 3	
Hook Swipe Knockdown	4	↓
Backhand Swipe	↓ + 4	
Charging Overhead	← + 4	
Sidestep Swing	SM	↓
Bloodbath	1 4	↓
Treacherous Edge	3 4	↓
Kama Fury	← + 4 ← + 4	
Crucified	← + 4 ← + 2	↑
Bloodlust	1 3 4	↓

BASIC MOVES

COMBO CHAINS

FATALITY

Blood Thirst	↑ ← → 1



COMBOS

LEOPARD

HITS	DAMAGE%	COMBO
3	12	←+1 ←+1 ←↓+4
10	35	1 1 1 CS 1 1 3 CS 2 ←↓+4
10	37	(wall) ←+1 ←+1 1 1 1 CS 1 1 3 3
11	37	1 1 1 CS 1 1 3 CS 2 ←+4 ←↓+4
12	37	1 1 1 CS 1 1 3 CS 2 ←+4 ←+4 2
10	43	(back to wall) ←+2 ←+1 1 1 1 CS 1 1 3 3
17	60	(near wall) 1 1 1 CS 1 1 3 CS 2 CS 1 1 1 CS 1 1 3 3

FU JOW P[illegible]

HITS	DAMAGE%	COMBO
4	15	↑+4 ↑+4 3 3
9	32	1 1 1 3 CS 2 ←+4 ←+4 ←+2
5	50	SM CS 2 2 ←+4 ←+4 2
7	69	SM CS CS (back to wall) ←+2 ←+1 CS 1 1 1 3 CS
9	78	SM 1 1 1 3 CS 2 ←+4 ←+4 2
12		SM CS CS 1 1 1 CS 1 1 3 CS 2 ←+4 ←+4 2

10		SM CS CS (back to wall) ←+2 ←+1 1 1 1 CS 1 1 3 3
17		(near wall) SM CS CS 1 1 1 CS 1 1 3 CS 2 CS 1 1 1 CS 1 1 3 3

KAM[illegible]

HITS	DAMAGE%	COMBO
4	21	2 2 ←+4 ←↓+4
5	21	2 2 ←+4 ←+4 2
6	21	←+4 2 2 ←+4 ←+4 2
5	22	←+4 2 2 ←+4 ←↓+4
10	43	(wall) 2 2 CS 1 1 1 CS 1 1 3 3

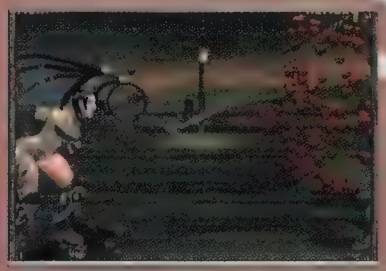
GENERAL

The stunning vampire woman Nitara makes her first appearance in *MKDA* and what an appearance it is. She quickly takes the title of "Queen of Damage", and her versatility makes her as deadly as she looks.

From Leopard, the *Dry Blood* combo chain is the starter for her biggest damage combos. It begins from a series of fast jab punches, which makes it extremely effective for punishing moves up close. One drawback is that it sometimes will not connect with some characters if the stances aren't aligned.

From Fu Jow Pai, *Bloodshot* is the combo chain of choice, ending in the same launcher as *Dry Blood*. It also starts with a series of quick jab punches, and gives Nitara a damaging combo opportunity when it connects.

As for special moves, Nitara doesn't have much to brag about. Her *Blood Spit* (➡⬇+2) is a decent projectile that recovers pretty fast, but it's usually better to stick with solid pokes and try for a combo opportunity. The *Unicorn Kick* (⬅⬇+4) has a horrible recovery time, but it's incredibly useful to finish combos or as a retaliation.



Your main focus should be to get the opponent close to the corner. Once Nitara lands her super high-damage chain to juggle combo, the game is basically over. It will be almost impossible for your opponent to come back after eating such massive damage in a short amount of time.

To boost Nitara's damage even further, make good use of the *Power-Up* (Fu Jow Pai [SM]). Remember to use it after a knockdown, or when your opponent is at a distance. You don't want to give your opponents a few shots at you up close.

Another interesting trick is to back yourself into the corner, and have your opponent come to you. When they get close, surprise them with the *Soaring Paw* (Leopard ⬅+2), then turn around and finish them with a juggle combo. This is very effective since no other character can really take advantage of having their back to the wall.

One final thing to remember is to always go for the guaranteed damage. Many times you'll find yourself with free juggle opportunities, but may freeze up from Nitara's multitude of options. Practice your combos and get her timing down for her long chains. If you launch in Fu Jow Pai, don't be afraid to send the opponent up again and simply finish with *Blood Shed* (3 3). Solid damage for how easy the execution is!

Nitara can launch from any stance, and combo her way to victory as well. With the single largest combo in *MKDA*, she proves that she is one of the best. Also, being able to combo with her face OR her back to the wall makes her even more lethal. The hardest obstacle to overcome is learning her chain combos and being able to take advantage of every launch opportunity. The good news is that her launch opportunities come often!

BIOGRAPHY

The Elder Gods were fully aware of the potential damage the alliance between Quan Chi and Shang Tsung posed to the stability of the realms. Yet even with this foresight, they all stood firm on their decision not to interfere. All, that is, except for one—Raiden. The former God of Thunder pleaded with his fellow Elder Gods to take action, but they refused. Disgusted, Raiden relinquished his Elder God status and returned to Earthrealm to gather support against the coming storm.

STATUS	*Thunder God*
ALIGNMENT	*Good*
WEIGHT	*230*
HEIGHT	*7' 0"*
FIGHT STYLES	*Nan Chuan* *Jujutsu* *Staff*
DIFFICULTY	*3*

SPECIAL MOVES

NAME	COMMAND	NOTE
Shocker	➡➡+1	⬇
Lightning Dash	➡➡+4	
Lightning Bolt	⬇⬅+1	

NAN CHUAN

NAME	COMMAND	NOTE
Lightning Jab	1	
Low Double Palm Strike	⬇+1	
Uppercut	⬅+1	
Backfist Chop	2	
Low Elbow Strike	⬇+2	
Thunder Chop	⬅+2	⬆
Dual Thunder Palms	➡+2	⬇
Stepping Snap Kick	3	
Shin Strike	⬇+3	
Hook Leg Knockdown	⬅+3	⬇
Hop Side Kick	4	
Low Chin Strike	⬇+4	
Reversal	SM	
Throw	➡+SM	
Thunder Clap	2 3	
Electric Strike	2⬅+1	
The Middle Way	2⬅+2	⬆
Knowledge and Skill	1 1 3	
Butterfly Palms	1 1⬅+2	⬆
Finishing Touch	1 1 2 3	
Natural Way	1 1 2⬅+2	⬆
Wake The Dead	1 1 2⬅+1	
Power Bolts	1 1 2 CS 1⬅+1	
Out of Order	1 1 2 CS 1 3 4	⬇
Black Thunder	1 1 2 CS 1 3 CS 4 4	
Sparky	1 1 2 CS 1 3 CS 4⬅+2	

BASIC MOVES

COMBO CHAINS

JUJUTSU

NAME	COMMAND	NOTE
Open Hand Strike	1	⬇
Bearhand Chop	⬅+1	
Low Palm Strike	⬇+1	
Bent Wrist Strike	2	
Thunder God Palm	➡+2	
Diagonal Fist	⬇+2	⬇
Front Snap Kick	3	
Sweep	⬅+3	⬇
Back Sweep	⬇+3	⬇
Front Thrusting Kick	4	
Front Sweep	⬇+4	⬇
Shove	SM	
Throw	➡+SM	
Heavenly Strikes	3 4	
Essence of Strength	1 1 3 4	⬇
Thunder God Fists	1 1⬅+1	
Fireworks	1 1 3 CS 4 4	
Chain Lightning	1 1 3 CS 4⬅+2	⬇

BASIC MOVES

COMBO CHAINS

STAFF

NAME	COMMAND	NOTE
Overhead Strike	1	⬇
Reverse Side Strike	⬅+1	
Low One Handed Poke	⬇+1	
Upward Strike	2	
Low Strike	⬇+2	
Leaping Strike	3	⬆
Sweeping Strike	⬇+3	
One Handed Poke	⬅+3	⬇
Reverse Thrust	4	
Staff Blast	⬆+4	⬇
Sweeping Swing	⬇+4	
2-Hit Swing	SM	⬇
Catching A Butterfly	4 4 4	
Dragon Wid	4 4⬅+2	⬇

BASIC MOVES

COMBO CHAINS

RAIDEN

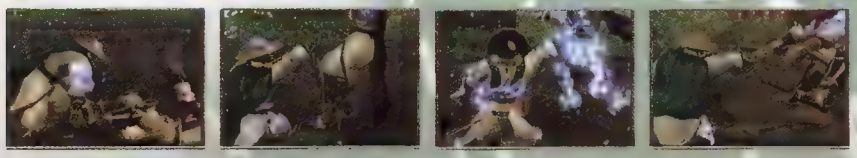
FATALITY

Electrocution	←→→→3

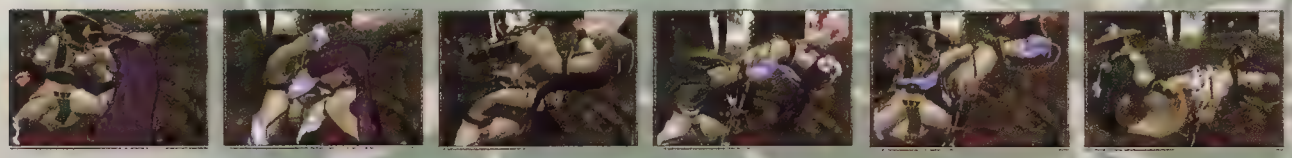
COMBOS

NAN CHUAN

HITS	DAMAGE%	COMBO
5	16	←+2 ↓+4 →→+2



6	17	(wall) 2 ←+2 ↓+1 1 1 3



9	21	1 1 2 ←+2 ←+2 ←+4 →→+1

6	20	1 1 2 ←+2 ←+2 →+1
9	21	1 1 2 ←+2 ←+2 ↓+4 →→+1
7	21	1 1 2 ←+2 ←+2 ↓+4 →→+4
7	21	1 1 2 ←+2 ←+2 1 3
9	**22**	(near wall) 1 1 2 ←+2 ←+2 ↓+1 1 1 3

STAFF

HITS	DAMAGE%	COMBO
2	15	3 ↑+4
3	20	3 SM
5	**25**	3 CS 1 1 2 ←+2
5	**26**	3 CS CS 1 1 3 4

GENERAL

Let's start by breaking down the best of Raiden's stances. His main stance Nan Chuan is his best overall style. He has plenty of moves with a nice variety of high, mid, and low attacks. His combo chains from this stance are lighting quick, especially anything starting with 1. His Sparky combo chain does by far the most damage. It even dishes out more than any of his juggle combos, since he can barely score anything in the mid to upper twenties. Apparently when someone relinquishes their elder god status they also lose all ability to do godlike damage in a juggle combo. So you might want to head over to practice mode and get used to this combo to the point where you can do it without thinking. This single combo chain provides most of Raiden's damage.

If your opponent is blocking your attempts, or you just miss an opening after a missed attack, it's a good idea to stop the combo before you reach the ending attack. If it's blocked, you'll leave yourself wide open for retaliation, which is never a good thing. When you don't seem to have an opening to land a combo chain, the best way to keep your opponent on their toes is with a simple mix-up game. Raiden has a pretty good mix-up when using the Thunder Chop (←+2) for the mid attack and the Hook Leg Knockdown (←+3) for the low attack. The object of this mix-up is to use the Hook Leg Knockdown to make your opponent block low and then, when he thinks that you'll do another Hook Leg Knockdown, you bust him in the eye with a Thunder Chop and score a juggle opportunity.

The next best stance is his Staff stance. Raiden's blessed with one of the longest weapons in the game. The Staff gives him incredible range from anywhere just outside of sweep distance. Most of his attacks are pretty slow from this stance; there are a few exceptions however. The One Hand Poke (←+3) is the true exception to this rule. It's pretty fast, but it really shines in its range and hit property. This move hits low, causes a knockdown and can hit from almost a full screen away. This, coupled with his Leaping Strike (3) (a mid attack that offers a free chance at a juggle), should strike fear into anyone brave enough to face you in kombat.

His Jujutsu stance is very limited. This is mainly because of the number of moves he has and the lack of a decent mix-up. He does have various sweeping options in this stance however. If you find yourself stuck in this stance, the best thing to do is to try for a sweep. If you just blocked a move that you can retaliate after, use Chain Lightning and quickly switch back to either the Staff or Nan Chuan stance based on your distance. If you want to keep some distance between the two fighters, stay in the Staff stance and use your special moves to keep him on his toes. If you feel the need to get up close and personal with the enemy, switch back to the Nan Chuan stance and quickly close the gap before they rise.

Speaking of special moves, Raiden has three to choose from. His Lightning Dash is the first. This a great move when used at the right time—just before you think you're opponent will attack. Due to its ability to cover a lot ground quickly, you can usually catch people as they're coming in to attack. This move greatly compliments the Staff stance when used to keep the foe at bay—especially if an opponent happens to slip to close. After a Lightning Dash connects, it leaves the enemy in a standing position. This forces the opponent to try to block high after for fear of getting rushed down. If you're close to a wall or within sweep range, quickly shoot a low hitting move to catch them off guard and score a quick knockdown. If you aren't close enough for a sweep, your best option is to throw out a Lightning Bolt. This is Raiden's projectile and it's one of the better ones in the game. It moves very fast, making it harder to sidestep then others, and also does some meaty damage. If the other character blocks the Lightning Bolt, at least you'll score some block damage. Raiden has one final special attack–the Shocker. This move has returned from its heyday in Mortal Kombat 2. Sadly, the only good use for this move is at the end of a juggle combo. It's a bit too slow to just throw out on the ground, so stick to using this in combos.

SUMMARY

Since you don't have high damage combos at your disposal, it's going to be a bit harder to achieve victory. You will need to be on the offensive a bit more and take a few extra risks. Use your Staff stance from long distancese and when you're up close, use your mix-ups and quick attacks from the Nan Chuan stance to keep the foe off balance. Just realize that it will take a bit longer to learn how to use Raiden effectively. So don't fret the many loses you may incur while learning. Just keep your head up, follow the tips provided, and you'll be able to keep up with even the best characters in the game.

OLD SCHOOL INFO

MORTAL KOMBAT

The name Raiden is actually that of a deity known as The Thunder God. It is rumored that he received a personal invitation by Shang Tsung himself and took the form of a human to compete in the Tournament.

Fatality
Shock Explosion

MORTAL KOMBAT 2

Watching events unfold from high above, the thunder god realizes the grim intensions of Shao Kahn. After warning the remaining members of the Shaolin Tournament, Raiden soon disappears. He is believed to have ventured into the Outworld alone.

Fatalities
Electrocution
Uppercut

MORTAL KOMBAT 3 SERIES

As Earth's sworn protector, Raiden finds himself banished in the merger between Earth and Outworld. When the Elder Gods refuse to assist him in aiding the Earth any further, the thunder god is forced to take matters into his own hands. He transforms himself into a mortal warrior to exist once again to fight along side his human comrades - this time risking his place in the pantheon of gods and giving up his own immortality.

Fatalities
Exploding Uppercut
Shock

MORTAL KOMBAT 4

The God of Thunder returns to Earth after the defeat of Shao Khan - but finds a new threat when Shinnok's forces, led by Quan Chi, attack the Elder Gods. With the heavens in disarray Raiden exists as one of the last Gods of Earth. He must come to the aid of his elders and put an end to his evil villainous reign of his ancient enemy.

Fatalities
Shocker
Staff Impale

BIOGRAPHY

Reptile's detour to Kitana's base camp had delayed him just long enough for Shang Tsung and Quan Chu to spring their attack on Shao Kahn. Reptile was devastated that he had failed his master and wandered the Outworld wastelands aimlessly until he once again crossed paths with Nitara. Desperately in need of a master, he offered his loyalty to her. Her first command to him was to attack the invader from Earthrealm, Cyrax. She explained that he must first destroy his arm panel in order to weaken the outsider.

STATUS	*Warrior*
ALIGNMENT	*Evil*
WEIGHT	*189*
HEIGHT	*6' 0"*
FIGHT STYLES	*Hung Gar* *Crab* *Kirehashi*
DIFFICULTY	*5*

SPECIAL MOVES

NAME	COMMAND	NOTE
Lizard Ball	➡⬇+4	⬇
Acid Spit	⬅➡+1	

HUNG GAR

NAME	COMMAND	NOTE
Scratching Claw	1	
Low Paw Attack	⬇+1	
Double Claw Strike	⬅+1	⬇
Chameleon Palm	2	
Low Claw Strike	⬇+2	
Dual Claw Strike	3	
Forward Strike	⬇+3	
Lizard Smash	⬅+3	⬇
Low Snap Kick	4	
Mid Roundhouse Kick	⬇+4	
Spinning Roundhouse Kick	⬅+4	⬇
Hook Sweep Kick	➡+4	
Shove	SM	
Throw	➡+SM	7
Lazy Lizard	1 2	
Internal Strikes	3 2	
Wise Tiger	1 3 2	
Iron Thread	1 3 4 ⬅+1	⬇
Matriach	1 3 4 CS 1 3	⬇
Evolution	1 3 4 CS 1 1	
Zaterrorize	1 3 4 CS 1 ⬅+2 CS	⬆

BASIC MOVES

COMBO CHAINS

CRAB

NAME	COMMAND	NOTE
Upward Elbow Strike	1	
Spinning Elbow Strike	⬅+1	
Low Punch	⬇+1	
Ridge hand Swipe	2	
Dual Uppercut	⬅+2	⬆
Low Dual Uppercut	⬇+2	
Spinning Back Kick	3	⬇
Hooking Sweep	⬅+3	
Low Snap Punch	⬇+3	
Mid Hook Kick	4	
Low Hook Kick	⬇+4	
Reversal	SM	
Throw	➡+SM	⬇
Boiling Water	⬅+1 3	⬇
Crab Crawls on Sand	1 1 3	⬇
Claws of Fury	1 1 1	
Reptilian Rage	1 1 ⬅+2	⬆

BASIC MOVES

COMBO CHAINS

KIREHASHI

NAME	COMMAND	NOTE
Downward Slash	1	
Circular Swing	⬅+1	
The Cutter	⬆+1	
Low Lunge	⬇+1	
Side Slash	2	
Spinning Slash	⬅+2	
Blade Chop	⬇+2	
Upward Slash	3	
Low Swipe	⬅+3	
Low Poke	⬇+3	
Mid Lunge	4	
Blade Smash	⬅+4	⬆
Spinning Blade	⬇+4	
Impale	SM	
Dead End	2 2	⬇
Reptilian Slice	3 3	⬆
Shredder	⬅+2 ⬅+2	
Rip Tore	1 ⬅+2 ⬅+2	

BASIC MOVES

COMBO CHAINS

FATALITY	
Acidic Shower	↑ ↑ ↑ → 3

COMBOS

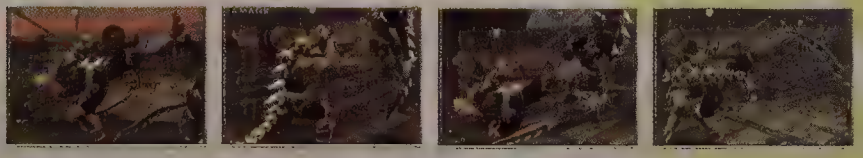
HUNG GAR

HITS	DAMAGE%	COMBO
9	32	1 3 4 CS 1 ← + 2 ← + 2 3 3

9	37	1 3 4 CS 1 ← + 2 CS CS CS ← + 1 3
9	40	1 3 4 CS 1 ← + 2 CS CS CS 3 3

CRAB

HITS	DAMAGE%	COMBO
6	20	1 1 ← + 2 ← + 2 ← + 1 3
7	21	1 1 ← + 2 ← + 2 1 1 3
4	23	← + 2 ← + 2 ← + 1 3
4	26	← + 2 ← + 2 (walk up) ← + 3 → ↓ + ←
3	27	← + 2 ← + 4 3
4	27	← + 2 (walk up) 3 3



4	28	← + 2 ← + 2 ← + 3 3
5	31	(near wall) ← + 2 ← + 3 1 1 3

KIREHASHI

HITS	DAMAGE%	COMBO
3	15	3 3 → ↓ + 4
4	16	3 3 2 2
4	17	3 3 3 3
3	19	← + 4 ← + 2 2
4	19	← + 4 CS CS 3 ← + 1 3
3	22	← + 4 CS CS 3 3

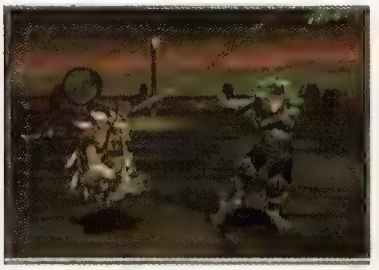
GENERAL

Reptile has the distinction of being the only character in the Mortal Kombat series that has appeared in every tournament, and remained the same person (unlike Sub-Zero who's brother took over, and Shang Tsung who disappeared for *MK4*). Though he's gone through many mutations, the same soul remains, time and time again. This time, he's as good as ever. He has high-damage combos in his primary stance, and some tricky mix-ups and options in all stances. Definitely a contender at any level!

The *Lizard Ball* (➡↘+4) is Reptile's most useful special move. Since it executes quickly and can strike from a distance, it's a great option for punishing an opponent whose moves leave you at a distance. It can also be used to completely avoid some attacks, primarily projectiles thrown by your opponent. As far as finishing combos, the *Lizard Ball* doesn't work as well as you'd think. It's actually better to stick with normal moves or combo chains to finish his juggles.

From Reptile's Hung Gar stance, the *Zaterrorize* combo chain is the sequence that leads to Reptiles most damaging mid-screen combos. Without a wall, Reptile can easily inflict up to 40% with relative ease. This quickly puts him in the upper tier of high-damage characters. However, when he switches to his other stances, his damage output lowers to the high 20's in the Crab stance and the low 20's in Kirehashi stance. Obviously, it's best to stay in Hung Gar if you're waiting for the big-damage combos.

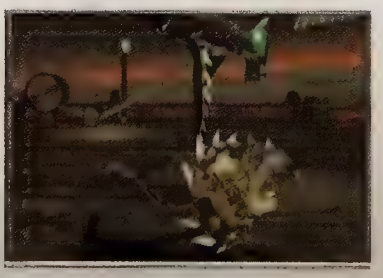
From Crab stance, the *Dual Uppercut* (⬅+2) is a quick launcher that leads to some very easy combo follow-ups. *Reptilian Rage* is the same launcher, preceded by two quick punches. This makes it ideal for punishing opponents in close. You can also simply poke with the first two hits (1 1), and use standard mix-ups. Going for the avoid-step works well, or continuing on to finish the entire chain combo when you think your opponent will try to interrupt after the first two punches.



Another interesting attack option comes by way of *Boiling Water* from Crab stance. Though it doesn't initially look very effective, you'll soon find that it does decent damage when finishing combos, and can be used as a solid poke. The first hit covers a good amount of ground and it can be used to move Reptile closer to the opponent. From this point, you can go into other combo chains, an avoid-step attempt, or even try another *Boiling Water*. As always, it's up to you to utilize proper mix-ups and practice anticipating your opponents next move.

SUMMARY

Reptile combines damage, speed, and versatility into a complete package that administers damage on command. Though he lost his trademark invisibility, he more than makes up for it by punishing opponents with huge damage when given the opportunity. The *Lizard Ball* works great as a retaliation move from mid-range, and his *Acid Spit* is a decent projectile. Overall, Reptile can easily hang with any of the top characters, and dominate the rest.



MORTAL KOMBAT I

Reptile appeared in Mortal Kombat as a secret character only.

MORTAL KOMBAT II

As Shang Tsung's personal protector, the elusive Reptile lurks in the shadows stopping all those who would do his master harm. His human form is believed to disguise a horrid reptilian creature whose race was thought extinct millions of years ago.

Fatalities

Tongue Decapitation
Invisible Rip

MORTAL KOMBAT 3 SERIES

Always a reliable servant to Shao Kahn, Reptile is chosen to assist Jade in the capture of Kitana. In contrast to Jade's instructions, Reptile is ordered to stop the renegade Princess at all costs—even if it means her death.

Fatalities

3-Course Meal
Acid Spit

MORTAL KOMBAT 4

After Shao Kahn's defeat, Reptile finds himself a fugitive in the realm of Edenia. But when Shinnok takes over the realm, Reptile is quick to join his forces. He holds allegiance to those with great power and his role as a cold-blooded killer earns him Shinnok's trust and a place in his army of darkness.

Fatalities

3-Course Meal
Acid Spit

BIOGRAPHY

The mysterious Outworld elemental known only as Blaze had long been on a quest throughout the realm. During his quest, an ancient sect of holy men still serving the long dead Dragon King ambushed him on a bridge. The holy men enslaved him through mystic incantations and forced him to protect the last known Great Dragon egg. For many years he has remained submerged beneath the molten rock of the incubation chamber as 'Guardian of the Egg'.

STATUS	*Guardian*
ALIGNMENT	*Unknown*
WEIGHT	*???*
HEIGHT	*???*
FIGHT STYLES	*Hapkido* *Jeet Kun Do* *Xing Yi*
DIFFICULTY	*?*

SPECIAL MOVES

NAME	COMMAND	NOTE
Flame Ball	←→+1	
Flame Uppercut	←↓←+2	↓
Flame Charge	↓→+3	↓

HAPKIDO

NAME	COMMAND	NOTE
Back Hand Strike	1	
Face Strike	←+1	
Twisting Fist	↓+1	
Neck Chop	2	
Open Palm	↓+2	
Axe Kick	3	
Knee Knockdown	→+3	
Hop Sweep	←+3	↓
Back Sweep	↓+3	
Snap Kick	4	
Front Sweep	↓+4	↓
Backside Kick	←+4	
Front Thrust Kick	↑+4	↑
Taunt	SM	
Throw	→+SM	↓
Flowing Water	2 2 1	↓
Inner Power	2 2 4	
Spectre Blast	3 ←+1	↓
Lethal Legs	4 ←+4	
Liftoff	4 ↑+4	↑
Burning Soul	2 3 ↑+4	↑
Sinking Leaf	→+3 ←+3	↓
Doombringer	2 3 ←+1	↓
Firefly	2 3 CS 2 4	
Fever	2 3 CS 2 3 3 4	↓
Heat Stroke	2 3 CS 2 3 3 ←+4	↓
Wildfire	2 3 CS 2 3 3 CS	↑

BASIC MOVES

COMBO CHAINS

JEET KUNE DO

NAME	COMMAND	NOTE
Leading Straight Punch	1	
Hook Fist	↓+1	
Knuckle Fist	←+1	↑
Duck N Jab	2	
Low Knuckle Fist	↓+2	
Stepping Snapkick	3	
Low Punch	↓+3	
Side Kick to Knee	←+3	
Side Kick to Face	4	
Sweeping Kick	←+4	↓
Low Kick	↓+4	
High Hooking Kick	↑+4	
Taunt	SM	
Throw	→+SM	↓
Straight Blast	1 1	
Spotlight	2 2 4	
Sticky Legs	2 2 3 3 4	↓
Outer Gate	2 2 3 3 ←+4	↓
Arson	2 2 3 3 ←+3	
Burnout	2 2 3 3 CS	↑

BASIC MOVES

COMBO CHAINS

XING XI

NAME	COMMAND	NOTE
Straight Punch	1	
Power Fist	←+1	↓
Low Palm Strike	↓+1	
Axe Strike	2	
Eagle Strike	↓+2	
Tiger Strike	→+2	↓
Front Snap kick	3	
Low Elbow Strike	↓+3	
Rising Knee	4	
Toe Strike	↓+4	
Lifting High Kick	↑+4	↑
Reversal	SM	
Throw	→+SM	↓
Surefire	4 2	↑
Casualty	4 3	
Honor and Disgrace	2 ←+1	↓
Assault and Battery	1 1 4 2	↑
Seek and Destroy	1 1 4 3	
Deadzone	1 1 ↑+4	↑
Backlash	1 1 ←+4	↓
Three Powers	1 1 2 ←+1	↓

BASIC MOVES

COMBO CHAINS

HAPKIDO

HITS	DAMAGE %	COMBO
4	18	2 2 1 ↓→+3
7	19	2 3 ↑+4 ↑+4 ←+1 ←+1

8	19	2 3 ↑+4 ↑+4 3 ←+1
7	20	2 3 ↑+4 ↑+4 4 ↓→+3
10	25	(wall) 2 3 ↑+4 ↑+4 ←+2 2 3 ←+1
11	30	2 2 CS 2 3 3 CS CS ↑+4 4 ↓→+3
11	32	2 2 CS 2 3 3 CS ↑+4 3 ↓→+3
13	**35**	(wall) 2 3 ↑+4 ↑+4 2 3 CS 2 3 3 4
15	**38**	(wall) 2 2 CS 2 3 3 CS ↑+4 3 CS 2 3 ←+1
17	**46**	(wall) 2 2 CS 2 3 3 CS ↑+4 CS 2 3 CS 2 3 3 4

JEET KUNE DO

HITS	DAMAGE %	COMBO
4	18	←+1 ←+1 ↗+3 ↓→+3
4	19	←+1 ←+1 3 ↓→+3
4	21	←+1 CS ↑+4 3 ↓→+3
8	27	2 2 3 3 CS ↑+4 3 ↓→+3

14	**41**	(wall) 2 2 3 3 CS ↑+4 2 3 CS 2 3 3 4

XING YI

HITS	DAMAGE %	COMBO
8	16	1 1 4 2 ↑+4 CS 3 ←+1
7	17	1 1 4 2 ↑+4 4 3
6	19	1 1 ↑+4 ↑+4 3 ↓→+3
4	20	↑+4 ↑+4 4 3
5	21	↑+4 ↑+4 1 1 ↑+4
4	22	↑+4 ↑+4 3 ←↓←+2
13	32	(near wall) 1 1 4 2 ↑+4 CS 2 3 CS 2 3 3 4
10	**35**	(wall) ↑+4 ↑+4 CS 2 3 CS 2 3 3 4

GENERAL

As with most super-secret fighting game characters, it's tradition that they're usually the most powerful characters in the game. Blaze is no exception. With tons of launching moves and combos in each stance, and awesome mid/low mix-ups in both Hapkido and Jeet Kune Do stances, he can give any opponent a tough fight.

In addition to his combo prowess and awesome mix-ups, Blaze is noticeably faster than almost every other character in the game. This makes his Hapkido and Jeet Kune Do mix-ups even deadlier.

From Hapkido stance, the primary mix-up revolves around switching between the *Hop Sweep* (←+3) and *Front Thrust Kick* (↑+4). The first is an extremely quick trip that sends the opponent to the ground. After training the opponent to block low, send them reeling with the *Front Thrust Kick*, or even the *Unnamed Strike* (3 ↑+4), which all hit at mid height and offer a combo opportunity.

As a similar mix-up for the Jeet Kune Do stance, the *Knuckle Fist* (←+1) and *Sweeping Kick* (←+4) provide the mid and low hits respectively. The *Knuckle Fist* strikes incredibly fast, and it serves as a good punisher when opponents miss moves in close. Be sure to throw the *Sweeping Kick* out liberally, and when you see your opponent crouching too much, use *Burnout* to keep them honest, and hurting.

As far as special moves go, the *Flame Charge* (↓→+3) is one of the best single-hit punishing moves in the game. It comes out very fast and covers a huge distance. Also, it has a high probability to slam the opponent into the wall, netting even more damage. It works well as a juggle combo finisher simply because it executes so quickly. Never forget the usefulness of the *Flame Charge* when on offense and defense.

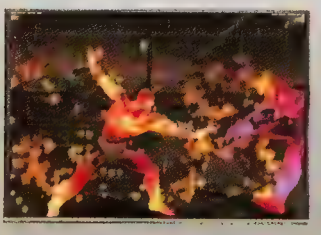
The *Flame Ball* (←→+1) is another useful special move for Blaze, because of its recovery. Normally, projectiles have horrible recovery even when they hit an opponent. For the *Flame Ball*, Blaze recovers almost right after the attack leaves his hands, allowing him to keep the offense going. From mid-range, throwing *Flame Balls* out offers the opponent almost no retaliatory opportunities. However, don't forget that characters like Sub-Zero and Frost can "trade" a freeze with you to get the upper hand.

Using the traditional stance switching combos for mix-ups is another important factor. From Hapkido, using the first four hits of *Firefly* and then going into Jeet Kune Do options works wonders. Try to anticipate retaliation attempts and side step, then punish with *Burnout*.

Xing Yi is Blaze's most basic stance. It doesn't have much in the way of a mid/low mix-up like his other two stances. It does, however, allow him to do about 20% damage from almost any launcher and combo. Unfortunately, without a solid low attack to keep the opponent guessing, the Xing Yi stance is better left for finishing combos instead of initiating offense.

SUMMARY

Overall, Blaze is one of the top characters in the game. His speed is unmatched, and even though his combos don't inflict a huge amount of damage, he can combo off almost anything. Combine that with his great mid/low games, and Blaze proves to be too much for most characters to handle.



BIOGRAPHY

A former martial arts teacher on the North side of Chicago, the man commonly referred to as Mokap was called upon by Johnny Cage to do some motion capture work for his new movie "Mortal Kombat: Deadly Alliance." Mokap was flown to Hollywood to begin his first session, which consisted mainly of the Crane and Snake styles. Although many other martial artists were used, Mokap was brought in repeatedly for his cast knowledge of fighting techniques.

STATUS	*Motion Capture Specialist*
ALIGNMENT	*Unknown*
WEIGHT	*???*
HEIGHT	*???*
FIGHT STYLES	*Karate* *Tai Chi* *Tae Kwon Do*
DIFFICULTY	*?*

SPECIAL MOVES

NAME	COMMAND	NOTE
Fireball	← → + 1	
FlipKick	↓ ← + 4	
Charge Punch	↓ → + 3	↓

KARATE

NAME	COMMAND	NOTE
Lunge Punch	1	
Low Hook Punch	↓ + 1	
Side Elbow Strike	← + 1	↓
Knife Hand Chop	2	
Knife Hammer Strike	→ + 2	↑
Front Thrust Kick	3	
Low Jabbing Punch	↓ + 3	
Cutting Kick	↑ + 3	↓
Side Thrust Kick	4	
Low Kick	↓ + 4	
Shin Thrust	← + 4	
Flip Kick	↑ + 4	↓
Double Flip Kick	↑ + 4 ↑ + 4	↓
Shove	SM	
Throw	→ + SM	↓
Smash TV	2 4	
Bone Breaker	3 4	↓
Big Blast	1 1 4	
The Foot Sword	3 3 3	
Cutting Hands	2 3 4	↓
Closing Credits	1 1 ← + 1	↓
Chopping Hands	1 2 → + 2	↓
Cameo	1 2 3 4	↓
Prequel	2 3 3 3	
Director's Cut	1 1 ↑ + 4 ↑ + 4	↓
Box Office Smash	1 2 3 3 3	
Acoustic	1 2 CS 2 3	
Mechanical	1 2 CS 2 CS 4	↓
Optical	1 2 CS 2 2 ← + 1	
Magnetic	1 2 CS 2 CS 1 1	

BASIC MOVES

COMBO CHAINS

TAI CHI

NAME	COMMAND	NOTE
Mid Palm Strike	1	
Rising Spade Hand	← + 1	↓
Pushing Hands	→ + 1	↓
Dual Fist Strike	↓ + 1	
Chopping Strike	2	
Quick Uppercut	→ + 2	
Rising Uppercut	↓ + 2	
Straight Kick	3	
Low Lean Kick	↓ + 3	
Spinning Roundhouse	4	↓
Low Spin Kick	↓ + 4	↓
Standing Sweep	← + 4	↓
Taunt	SM	
Throw	→ + SM	↓
Empty and Full	1 1	
Blind Justice	← + 2 3	↓
Temple of Heaven	2 2 3	
Play By Ear	2 2 2 3	
Cutting the Roots	2 2 CS 4	↓
Dark Fists	2 2 2 1 1	
Fading Light	2 2 2 ← + 1	↑
5 Poison Hands	2 2 CS 1 1	*

BASIC MOVES

COMBO CHAINS

TAE KWON DO

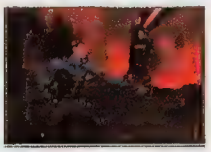
NAME	COMMAND	NOTE
Side Kick	1	
Hook Kick	← + 1	
Double Hammer Fist	↓ + 1	
Downward Axe Kick	2	↑
Twin Fist Punch	↓ + 2	
Spinning Heel Kick	3	↓
Rolling Strike	↓ + 3	
Ankle Smash	← + 3	
2-Hit Axe Kick	4	
Nitro Kicks	← + 4	
Spinning Back Kick	↓ + 4	
Reversal	SM	
Throw	→ + SM	
Clearness of Mind	4 4	
Take Out	← + 3 3	↓
Peaceful Wind	1 1 ↓ + 3	
Special Forces	4 ← + 3 3	↓

BASIC MOVES

COMBO CHAINS

KARATE

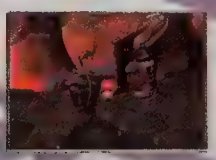
HITS	DAMAGE%	COMBO
8	23	1 2 CS 2 ←+1 ←+1 3 ↓→+3
4	24	→+2 CS ←+1 3 ↓→+3
5	25	→+2 →+2 1 2 4



5	29	(wall) →+2 1 2 3 4
6	30	(wall) →+2 1 2 CS 2 ←+1

TAI CHI

HITS	DAMAGE%	COMBO
4	22	←+1 ←+1 ↓+4 ↓→+3
7	22	2 2 2 ←+1 ←+1 2 ←→+1



7	22	2 2 2 ←+1 ←+1 ↓+4 ↓→+3
7	23	2 2 2 ←+1 ←+1 3 ↓→+3
8	23	2 2 2 ←+1 ←+1 CS 1 1 ↓+3
6	28	(wall) ←+1 ←+1 CS CS 1 2 3 4
6	38	(wall) ←+1 CS 2 CS 1 2 3 4

TAO KWON DO

HITS	DAMAGE%	COMBO
3	27	2 ↓+1 ↓→+3

4	30	2 3 3 ↓+3
3	33	2 2 ↓→+3
5	33	(wall) 2 CS →+2 CS CS 1 1 ↓+3
7	42	(wall) 2 CS →+2 1 2 CS 2 ←+1

GENERAL

The second secret character in *MKDA*, Mokap combines three very different fighting styles to great effect. Like Blaze, Mokap also has the *Charge Punch* at his disposal, a special move in the game that has a ton of pertinent uses. Mokap can handle every character, but he lacks the higher damage capabilities that Blaze and some other characters possess.

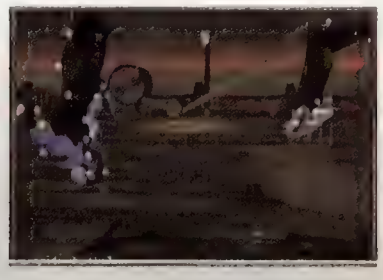
As mentioned before, Mokap's *Charge Punch* (◀▶+3) is the move that you'll want to keep in mind at all times. It covers a huge amount of distance in a very short amount of time. It also sends the opponent flying back, often into a wall. This, of course, means even more damage. When finishing combos, or punishing opponents near walls, try to use the *Charge Punch* as much as possible. The extra damage will add up quick.

His Tai Chi stance has some very effective mix-up options out of the *Fading Light* combo chain. Since it starts with three punches (2 2 2), it works fantastically for training your opponent to block. You can use one, two, or even all three as pokes. Usually it's wise to stay with either one or two. That way, when you finally decide to go past two hits, your opponent might expect the shorter version and eat the final launcher. From that point, it's combo heaven.

If you notice your opponent standing upright too much, feel free to attack with the deceptive *Standing Sweep* (Tai Chi ◀+4). Once you train them to be afraid to stand, pop them in the eye as they crouch with the *Rising Spade Hand* (◀+1).

From Mokap's Tae Kwon Do stance, try to set up the *Downward Axe Kick* (2) whenever you can. In addition, use it without setup if your opponent misses an attack or you block something that leaves you in close. Since the *Downward Axe Kick* does so much damage, even a tiny three-hit combo can dish out over 30%!

Another option from Tae Kwon Do stance is the *Reversal*. Any time you anticipate an incoming attack, snatch it up with the *Reversal*, then quickly retaliate with the *Downward Axe Kick*. Repeatedly hitting your opponent with this technique is a sure-fire way to force them on the defensive. Eating 30% every time they attempt to attack will definitely frustrate even the coolest opponents.



In the Karate stance, punish whiffed moves up close with the *Knife Hand* (▶+2). It hits extremely fast and gives Mokap an easy 25% combo opportunity.

SUMMARY

Although he seems to have a jumble of fighting styles taken from other characters in *MKDA*, Mokap can definitely hold his own due to his awesome speed and versatility. He has a great punisher and combo finisher by way of the *Charge Punch*, and his easy damage in Taw Kwon Do stance shows he means business. Though not quite as good as Blaze, Mokap is a great secret character that allows any player to have a good time, while crushing some heads as well.

Chronology of Mortal Kombat

1992

GORO LIVES!!!

A 2000 year old half-human, half-dragon, Goro has remained undefeated for the last 500 years. He won the title of Grand Champion by defeating Kung Lao, a Shaolin fighting monk. It was during this period that the tournament fell into Shang Tsung's hands and was corrupted.

It is time once again for the ancient Shaolin Tournament known as Mortal Kombat. Held once every generation, the Earth's greatest fighters pit themselves against the twisted Outworld adversaries. At stake? No less than the fate of the world and everyone who resides in it.

THE KOMBATANTS

PLAYER CHARACTERS
Johnny Cage
Kano
Liu Kang
Raiden
Scorpion
Sonya
Sub-Zero

HIDDEN
Reptile

SUB-BOSS
Goro

BOSS
Shang Tsung

THE VICTOR
Liu Kang

1993

Five hundred years ago, Shang Tsung was banished to the Earthrealm. With the aid of Goro he was to unbalance the furies and doom the planet to a chaotic existence. By seizing control of the Shaolin Tournament, he tried to tip the scales of Order toward Chaos. Only seven warriors survived the battles and Shang Tsung's scheme would come to a violent end at the hands of Liu Kang. Facing execution for his failure and the apparent death of Goro, Shang Tsung convinces Shao Kahn to grant him a second chance. Tsung's new plan is to lure his enemies to compete in the Outworld where they will meet certain death by Shao Kahn himself. Now the Kombat continues…

THE KOMBATANTS

PLAYER CHARACTERS
Johnny Cage
Liu Kang
Raiden
Reptile
Scorpion
Sub-Zero

NEW CHARACTERS
Baraka
Jax
Kitana
Kung Lao
Mileena
Shang Tsung

HIDDEN
Jade
Noob Saibot
Smoke

SUB-BOSS
Kintaro

BOSS
Shao Khan

THE VICTOR
Liu Kang

1995

"You have been chosen to represent Earth in Mortal Kombat. Be warned. Although your souls are protected, your lives are not. I cannot interfere any longer. Your Earth is being governed by the gods of the Outworld!"

These are the words of Raiden…

For centuries Earth has used Mortal Kombat to defend itself against the Outworld emperor Shao Kahn. But, Shao Kahn has become frustrated by the failed attempts at taking Earth through tournament battle. He enacts a plan that began 10,000 years ago.

During this time, Kahn had a queen named Sindel, but she died at a very young age. Kahn's shadow priests lead by Shang Tsung, make it so Sindel's spirit will someday be reborn, not on the Outworld, but on the Earth realm itself.

This unholy act enables Shao Kahn to step through the dimensional gates and reclaim his queen, thus enabling him to seize the Earth realm at last. Upon breaching the portal onto Earth, Shao Kahn slowly transforms Earth into part of the Outworld itself. Kahn strips the Earth of all human life, and claims all the souls as his own.

The remaining humans are scattered throughout the planet. These are the selected warriors that must defend Earth once again.

THE KOMBATANTS

PLAYER CHARACTERS
Jax
Kano
Kung Lao
Liu Kang
Shang Tsung
Sonya
Sub-Zero

NEW CHARACTERS
Cyrax
Kabal
Nightwolf
Sektor
Sheeva
Sindel
Stryker

HIDDEN
Smoke

SUB-BOSS
Motaro

BOSS
Shao Khan

THE VICTOR
Liu Kang

1996

The story of Ultimate Mortal Kombat 3 *did not change from that of* Mortal Kombat 3.

The only addition to its story is that nine more fighters have stepped forth from the shadows and out into the arena…

THE KOMBATANTS

PLAYER CHARACTERS
Cyrax
Jade
Jax
Kabal
Kano
Kitana
Kung Lao
Liu Kang
Nightwolf
Reptile
Scorpion
Sektor
Shang Tsung
Sheeva
Sindel
Smoke
Sonya
Stryker
Sub-Zero

HIDDEN
Classic Sub-Zero
Ermac
Human Smoke
Mileena
Noob Saibot
Rain

SUB-BOSS
Motaro

BOSS
Shao Khan

THE VICTOR
Liu Kang

1996

Mortal Kombat: The Movie *released*

THE CAST

THE ACTORS

Robin Shou	Liu Kang
Talisa Soto	Princess Kitana
Bridgette Wilson	Sonya Blade
Chrisotpher Lambert	Lord Raiden
Linden Ashby	Johnny Cage
Francois Petit	Sub-Zero
Chris Cassamassa	Scorpion
Ed Boon	Scorpion (voice)
Keith Cooke	Reptile
Trevor Goddard	Kano
Cary-Hiroyuki Tagawa	Shang Tsung
Greg McKinney	Jax
Gregory Paul Martin	Goro

THE DIRECTOR

Paul Anderson

1996

For nine generations, the Mortal Kombat tournament was ruled by the Outworld's finest Warrior, Prince Goro. It was agreed that if the Outworld could claim victory in 10 consecutive tournaments, it would then rule the Earth. With the Earth on the brink of destruction, a new generation of Warriors gathered and claimed victory.

With victory in hand, Warrior Monk, Liu Kang, had now become the new champion. But his victory was short lived. He and his comrades were lured into the Outworld to compete in a second Tournament. But Liu Kang and his comrades discovered an evil deception. The Tournament was merely a diversion devised by the Dark Emperor, Shao Kahn, to break the rules set forth by the Elder Gods. The Dark Emperor would witness the reincarnation of his former Queen, Sindel. This unholy act gave Shao Kahn the power to step through the dimensional gates to reclaim his Queen and seize control of the Earth.

THE KOMBATANTS

PLAYER CHARACTERS

Baraka
Cyrax
Ermac
Goro
Jade
Jax (Normal and MK II versions)
Johnny Cage
Kabal
Kano (Normal and MK I versions)
Kintaro
Kitana
Kung Lao (Normal and MK II versions)
Liu Kang
Mileena
Motaro
Nightwolf
Noob Saibot
Rain
Rayden (Normal and MK I versions)
Reptile
Scorpion
Sektor
Shang Tsung
Shao Kahn
Sheeva
Sindel
Smoke (Human and Robot forms)
Sonya
Stryker
Sub-Zero (Ninja and Unmasked versions)

NEW/HIDDEN CHARACTERS

Chameleon/Khameleon

SUB-BOSS

Motaro

BOSS

Shao Khan

THE VICTOR

Liu Kang

1997

It was through the Mortal Kombat tournament that the Outworld's soul-stealing sorcerer Shang Tsung discovered the location of the sacred Map of Elements. After Goro, the reigning Outworld champion, defeated the original Kung Lao over 400 years ago, Shang Tsung sapped the human's soul. He retained his thoughts and memories thus discovering the secrets of the sacred map, which has been hidden within the Shaolin temples for centuries. These events enabled Shang Tsung to strike a bargain with Quan Chi.

In exchange for Shinnok's assistance in a plot to reincarnate the Outworld Emperor Shao Kahn's dead queen, Shang Tsung would reveal to Quan Chi the location of the map that would lead to Shinnok's sacred amulet. But, Shang Tsung failed to inform Quan Chi of the elemental quards that protect the amulet. Their mere existence makes it impossible for Quan Chi to enter the temple where the amulet rests. But, if he could get a human to enter, the right human, one who could perhaps defeat the elements…

THE KOMBATANTS

PLAYER CHARACTER

Sub-Zero

SUB-BOSSES

The Temple	Scorpion
Wind Stage	Wind God
Earth Stage	Earth God
Water Stage	Water God
Fire Stage	Fire God
Prison of Souls	Undead Scorpion
	Prison Gatekeeper
Bridge of Immortality	3 Bridge Keepers
	Dinosaur Prison Rider
Shinnok's Fortress	Quan Chi's Assassins
	Kia
	Sareena
	Jataaka
	Quan Chi

BOSS

Shinnok

THE VICTOR

Liu Kang

1997

Mortal Kombat: Annihilation *released*

THE CAST

THE ACTORS

Robin Shou	Liu Kang
James Remar	Lord Raiden
Talisa Soto	Princess Kitana
Sandra Hess	Sonya Blade
Brian Thompson (I)	Shao Kahn
Lynn 'Red' Williams	Jax Briggs
Raynor Scheine	Shinnok
Musetta Vander	Sindel
Deron McBee	Motaro
Irina Pantaeva	Jade
Marjean Holden	Sheeva
Chris Conrad (II)	Johnny Cage
Litefoot	Nightwolf
J.J. Perry	Cyrax/Scorpion/Noob Saibot
Ed Boon	Scorpion (voice)
John Medlen	Ermac
Tyrone C. Wiggins	Rain
Ridley Tsui	Smoke
Dennis Keiffer	Baraka
Keith Cooke	Sub-Zero
Dana Hee	Mileena

THE DIRECTOR

John R. Leonetti

1998

Thousands of years ago, the Earth was devastated by a great battle between gods.

It was a war between good and evil - a war that would decide the fate of the world and plunge it into centuries of darkness. Now, after Shao Kahn's defeat at the hands of Earth's warriors, the war is being fought once again.

Only, this time, it can be won - by mortals…

THE KOMBATANTS

PLAYER CHARACTERS
- Jax
- Johnny Cage
- Liu Kang
- Raiden
- Reptile
- Scorpion
- Sonya
- Sub-Zero

NEW CHARACTERS
- Fujin
- Jarek
- Kai
- Quan Chi
- Reiko
- Shinnok
- Tanya

HIDDEN CHARACTERS
- Meat
- Goro
- Noob Saibot

BOSS
- Shinnok

THE VICTOR

Liu Kang

1999

The story of Mortal Kombat: Gold *has not changed from that of* Mortal Kombat 4.

The only addition to its story is that five more fighters have stepped forth from the shadows and out into the arena…

THE KOMBATANTS

PLAYER CHARACTERS
- Fujin
- Jarek
- Jax
- Johnny Cage
- Kai
- Liu Kang
- Quan Chi
- Raiden
- Reiko
- Reptile
- Scorpion
- Shinnok
- Sonya
- Sub-Zero
- Tanya

NEW CHARACTERS
- Baraka
- Cyrax
- Kitana
- Kung Lao
- Mileena

HIDDEN CHARACTERS
- Goro
- Noob Saibot
- Sektor

BOSS
- Shinnok

THE VICTOR

Liu Kang

2000

One of the earliest stories that established the Mortal Kombat universe was the relationship between Jax and Kano. Jax, a Special Forces agent, was hot on the trail of career criminal Kano, when he was led into the Mortal Kombat tournament. Kano represented the criminal underworld and Mortal Kombat was a supernatural event that caused all of these things to collide. But, we've only hinted at their shaded past.

What events caused Jax to despise Kano so much? How did Kano himself come to be involved with Shang Tsung? Why is Jax so bent on stopping Kano's gang. Is it the Black Dragon? There's a story to be told here and one that will allow new elements of gameplay, while remaining true to the myths that make up the Mortal Kombat universe.

THE KOMBATANTS

PLAYER CHARACTERS
- Jax
- Sonya

SUB-BOSSES
- No Face
- Tasia

BOSS
- Kano

2002

Throughout Mortal Kombat's history, many have attempted and failed to take control of the tournament and therefore gain immortality. Now, two sorcerers, Shang Tsung and Quan Chi, unable to achieve their goal of immortality separately, join forces. This Deadly Alliance will likely ensure the destruction of Raiden and the mortals. With their combined power, Shang Tsung and Quan Chi represent Earth's greatest threat.

THE KOMBATANTS

PLAYER CHARACTERS
- Cyrax
- Jax
- Johnny Cage
- Kano
- Kitana
- Kung Lao
- Quan Chi
- Raiden
- Reptile
- Scorpion
- Shang Tsung
- Sonya
- Sub-Zero

NEW CHARACTERS
- Bo' Rai Cho
- Drahmin
- Frost
- Hsu Hao
- Kenshi
- Li Mei
- Mavado
- Nitara

HIDDEN CHARACTERS
- Blaze
- Mokap

SUB-BOSS
- Moloch

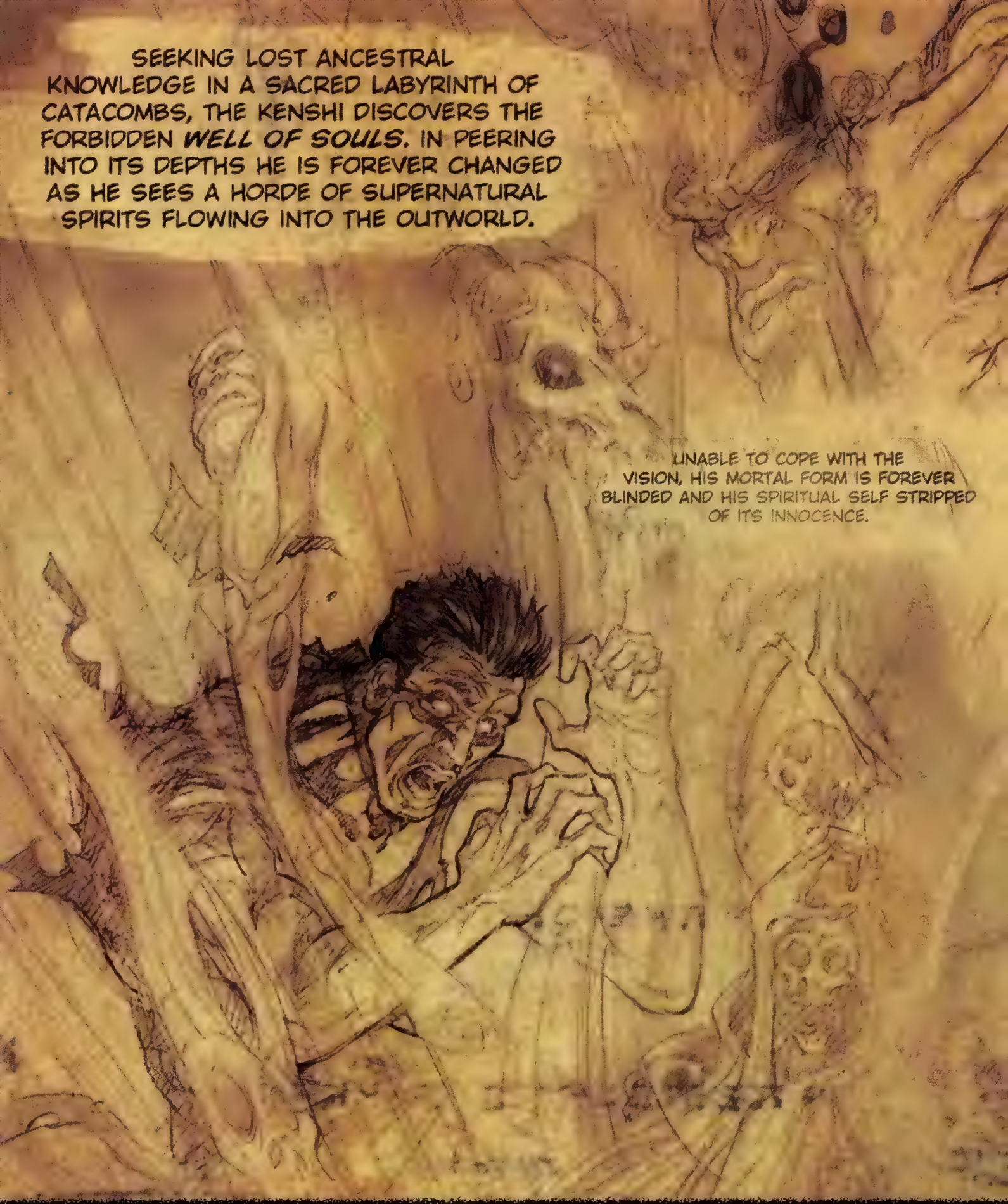
BOSS
- ?

THE VICTOR

To Be Determined!

Luis Mangubat '01
正義

NITARA/RAIDEN/KUNG LAO


SEEKING LOST ANCESTRAL KNOWLEDGE IN A SACRED LABYRINTH OF CATACOMBS, THE KENSHI DISCOVERS THE FORBIDDEN *WELL OF SOULS*. IN PEERING INTO ITS DEPTHS HE IS FOREVER CHANGED AS HE SEES A HORDE OF SUPERNATURAL SPIRITS FLOWING INTO THE OUTWORLD.
UNABLE TO COPE WITH THE VISION, HIS MORTAL FORM IS FOREVER BLINDED AND HIS SPIRITUAL SELF STRIPPED OF ITS INNOCENCE.

LOST AND ALONE, THE KENSHI WANDERS BLIND INTO THE DEPTHS OF
THE FORBIDDEN PLACE

"...the eyes that see, can be deceived."

Passage from the Edenian Dragon Scrolls

ONCE A RUTHLESS AND POWERFUL WARLORD, *DRAHMIN* FELL FROM THE EYES OF MORTAL MAN WHEN HE WAS BANISHED TO THE *NETHEREALM*.
IT IS HERE THAT ABYSMAL POWERS BEGAN TO REDESIGN THE FALLEN RULER INTO AN *ONI-DEMON* FEARED AND FAMED THROUGHOUT THE EMPIRES OF THE OUTWORLD.

DRAHMIN'S SENTENCE TO THE DEPTHS OF THE NETHEREALM WOULD LAST FOR 500 YEARS, HIS BODY AND SANITY RAVAGED BY THE UNSPEAKABLE TORTURES INFLICTED UPON HIM. THE END PRODUCT OF THESE HIDEOUS MACHINATIONS WOULD BE A BEING FUELED BY AN UNQUENCHABLE INSANE FURY.

UNFOCUSED WITH HIS MURDEROUS INSANITY, *DRAHMIN* IS A MONSTROUSLY FIERCE OPPONENT. IT IS WHEN HE DONS HIS ARTIFACT MASK; *THE FACE OF KUN-LO*, THAT HE CAN CENTER HIS POWER INTO A PRECISE LETHAL FIGHTING STYLE THAT HAS MADE HIM INTO THE LEGENDARY *ONI-TORMENTOR*.

HSU HAO

MAVADO

OF THE JAPANESE DEMONS INHABITING THE REMOTE DEPTHS OF THE NETHEREALM, THREE TITANS OF LEGEND HAVE BREACHED THE PORTAL TO OUTWORLD...MOLOCH, ONI-DESTROYER, IS ONE OF THESE SCIONS OF CHAOS.
IT IS SAID TO FLY ON THE WINDS OF CHANCE. ITS DESTINATION ALWAYS RANDOM.
A DARK OWL KNOWN ONLY AS MOLOCH'S HERALD IS SAID TO BE CHARGED WITH CARRYING A MYSTICAL ORB THAT HOLDS THE VERY ESSENCE OF THE ONI-DESTROYER.
THE LEGEND HOLDS THAT THE HERALD WILL EVENTUALLY DROP THE ORB, AND WHEN THE ORB TOUCHES THE GROUND IT CALLS FORTH MOLOCH TO WREAK DESTRUCTION UPON WHATEVER LAND THE ORB HAS TOUCHED.
FOR A YEAR AND A DAY MOLOCH LIVES ONLY TO DESTROY. AFTERWARD HE WILL VANISH LEAVING THE ORB BEHIND. IT IS PICKED UP AGAIN BY THE HERALD OWL...
...AND THE PROCESS BEGINS ANEW...

MOLOCH

QUAN CHI

FROST/SUB-ZERO

The following four pages contain a list for you kombatants to fill. We would have liked to give this information to you, but the Deadly Alliance wouldn't allow it. Besides, a little challenge is good for you. Instead, we're going to get you started with a blank list for you to fill in—you'll have to begin discovering the hidden treasures on your own. This way, we leave you with a challenge and the surprise you'll receive from unlocking some of the most incredible secret elements of the game! So, get to work! There are well over 600 koffins in that Krypt and you're not opening them up by reading these pages.

The Krypt

ZA	ZB	ZC	ZD	ZE	ZF
YA	YB	YC	YD	YE	YF
XA	XB	XC	XD	XE	XF
WA	WB	WC	WD	WE	WF
VA	VB	VC	VD	VE	VF
UA	UB	UC	UD	UE	UF
TA	TB	TC	TD	TE	TF
SA	SB	SC	SD	SE	SF
RA	RB	RC	RD	RE	RF
QA	QB	QC	QD	QE	QF
PA	PB	PC	PD	PE	PF
OA	OB	OC	OD	OE	OF
NA	NB	NC	ND	NE	NF
MA	MB	MC	MD	ME	MF
LA	LB	LC	LD	LE	LF
KA	KB	KC	KD	KE	KF
JA	JB	JC	JD	JE	JF
IA	IB	IC	ID	IE	IF
HA	HB	HC	HD	HE	HF
GA	GB	GC	GD	GE	GF
FA	FB	FC	FD	FE	FF
EA	EB	EC	ED	EE	EF
DA	DB	DC	DD	DE	DF
CA	CB	CC	CD	CE	CF
BA	BB	BC	BD	BE	BF
AA	AB	AC	AD	AE	AF

Here's how to use the list. In the box to the right of the koffin identification, write in the type of koin that you need to buy the koffin. Then, in the following box, fill in the price. Finally, write down whatever you unlocked in the larger space underneath. This way, you'll have a record of all that you've purchased and all that you still need.

If the challenge is just too much for you, BradyGames is dedicated to getting you the most up to date information as soon as possible. So, to keep all of you MK fans in the loop on the latest secrets of the Krypt, check out our webpage at www.bradygames.com and see what's available after the game comes out! Now, it's time for MORTAL KOMBAT!

ZG	ZH	ZI	ZJ	ZK	ZL	ZM
YG	YH	YI	YJ	YK	YL	YM
XG	XH	XI	XJ	XK	XL	XM
WG	WH	WI	WJ	WK	WL	WM
VG	VH	VI	VJ	VK	VL	VM
UG	UH	UI	UJ	UK	UL	UM
TG	TH	TI	TJ	TK	TL	TM
SG	SH	SI	SJ	SK	SL	SM
RG	RH	RI	RJ	RK	RL	RM
QG	QH	QI	QJ	QK	QL	QM
PG	PH	PI	PJ	PK	PL	PM
OG	OH	OI	OJ	OK	OL	OM
NG	NH	NI	NJ	NK	NL	NM
MG	MH	MI	MJ	MK	ML	MM
LG	LH	LI	LJ	LK	LL	LM
KG	KH	KI	KJ	KK	KL	KM
JG	JH	JI	JJ	JK	JL	JM
IG	IH	II	IJ	IK	IL	IM
HG	HH	HI	HJ	HK	HL	HM
GG	GH	GI	GJ	GK	GL	GM
FG	FH	FI	FJ	FK	FL	FM
EG	EH	EI	EJ	EK	EL	EM
DG	DH	DI	DJ	DK	DL	DM
CG	CH	CI	CJ	CK	CL	CM
BG	BH	BI	BJ	BK	BL	BM
AG	AH	AI	AJ	AK	AL	AM

ZN	ZO	ZP	ZQ	ZR	ZS
YN	YO	YP	YQ	YR	YS
XN	XO	XP	XQ	XR	XS
WN	WO	WP	WQ	WR	WS
VN	VO	VP	VQ	VR	VS
UN	UO	UP	UQ	UR	US
TN	TO	TP	TQ	TR	TS
SN	SO	SP	SQ	SR	SS
RN	RO	RP	RQ	RR	RS
QN	QO	QP	QQ	QR	QS
PN	PO	PP	PQ	PR	PS
ON	OO	OP	OQ	OR	OS
NN	NO	NP	NQ	NR	NS
MN	MO	MP	MQ	MR	MS
LN	LO	LP	LQ	LR	LS
KN	KO	KP	KQ	KR	KS
JN	JO	JP	JQ	JR	JS
IN	IO	IP	IQ	IR	IS
HN	HO	HP	HQ	HR	HS
GN	GO	GP	GQ	GR	GS
FN	FO	FP	FQ	FR	FS
EN	EO	EP	EQ	ER	ES
DN	DO	DP	DQ	DR	DS
CN	CO	CP	CQ	CR	CS
BN	BO	BP	BQ	BR	BS
AN	AO	AP	AQ	AR	AS

ZT	ZU	ZV	ZW	ZX	ZY	ZZ
YT	YU	YV	YW	YX	YY	YZ
XT	XU	XV	XW	XX	XY	XZ
WT	WU	WV	W	WX	WY	WZ
VT	VU	VV	VW	VX	VY	VZ
UT	UU	UV	UW	UX	UY	UZ
TT	TU	TV	TW	TX	TY	TZ
ST	SU	SV	SW	SX	SY	SZ
RT	RU	RV	RW	RX	RY	RZ
QT	QU	QV	QW	QX	QY	QZ
PT	PU	PV	PW	PX	PY	PZ
OT	OU	OV	OW	OX	OY	OZ
NT	NU	NV	NW	NX	NY	NZ
MT	MU	MV	MW	MX	MY	MZ
LT	LU	LV	LW	LX	LY	LZ
KT	KU	KV	KW	KX	KY	KZ
JT	JU	JV	JW	JX	JY	JZ
IT	IU	IV	IW	IX	IY	IZ
HT	HU	HV	HW	HX	HY	HZ
GT	GU	GV	GW	GX	GY	GZ
FT	FU	FV	FW	FX	FY	FZ
ET	EU	EV	EW	EX	EY	EZ
DT	DU	DV	DW	DX	DY	DZ
CT	CU	CV	CW	CX	CY	CZ
BT	BU	BV	BW	BX	BY	BZ
AT	AU	AV	AW	AX	AY	AZ

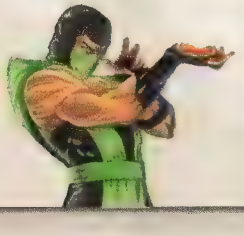
Kombat Trivia

Ah, so you think that you're a master of Kombat do you? The 30 questions compiled below will give you a better idea about how you rank in Kombat Trivia. Good luck! *(Answers on Page 144)*

QUESTION #1

Who was the very first hidden character in the Mortal Kombat franchise?

1 - Reptile
2 - Smoke
3 - Noob Saibot
4 - Jade



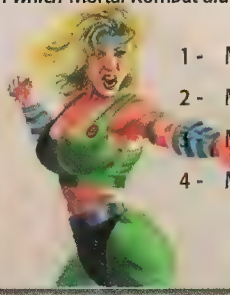
QUESTION #2

On the Pit Stage in Mortal Kombat, *a moon stood bright in the sky. Which of these silhouettes did* NOT *fly across the moon?*

1 - Santa Claus
2 - Peter Pan
3 - Wicked Witch
4 - Space Shuttle

QUESTION #3

In which Mortal Kombat *did Sonya Blade* NOT *appear as a playable character?*



1 - Mortal Kombat
2 - Mortal Kombat II
3 - Mortal Kombat 3
4 - Mortal Kombat 4

QUESTION #4

Mortal Kombat 3 *introduced a group of new characters to the series; the mysterious shaman Nightwolf was one of them. Which special move did he* NOT *possess?*

1 - Ancestral Strike
2 - Hatchet Swipe
3 - Chest Reflect
4 - Shoulder Ram

QUESTION #5

Sub-Zero is now the Grandmaster of the Lin Kuei. Now joined by Frost, the Lin Kuei are legendary warriors. Which of these other ninjas is also Lin Kuei trained?

1 - Reptile
2 - Rain
3 - Ermac
4 - Scorpion

QUESTION #6

Groups of mixed up words appeared at the end of Mortal Kombat II. *Once unscrambled, they gave clues about the answers of some rumors circling the game. Which of these was* NOT *one of the sets of anagrams? (As a bonus, can you decipher each of these correctly?)*

1 - CEAMR ODSE NTO EXITS
2 - RABYD SIGUED CORK
3 - EMRO BATMOK OT MEOK
4 - THREE RAE ON STNIIIAAMEL

QUESTION #7

Who did Prince Goro defeat to gain his first victory in Mortal Kombat?

1 - Shang Tsung
2 - Kung Lao
3 - Motaro
4 - Li Mu Bai

QUESTION #8

Before being defeated by Liu Kang, Shao Kahn ruled the Outworld. How old was this supreme ruler?

1 - 2,000 years
2 - 5,000 years
3 - 10,000 years
4 - 25,000 years

QUESTION #9

Who was the leader of Shao Kahn's armies?

1 - Kintaro
2 - Sheeva
3 - Motaro
4 - Goro

QUESTION #10

Why did Sub-Zero remove his mask and abandon the Lin Kuei?

1 - He discovered who killed his family and gave up his status as Lin Kuei to find them.
2 - Sub-Zero found out that Reptile was once again on the loose and chose to leave the Lin Kuei to hunt him down.
3 - A plot to assassinate Sub-Zero failed and instead of remaining among his betrayers, he left to form his own band of warriors.
4 - The Lin Kuei were creating soul-less assassins from their own members and Sub-Zero couldn't be part of it.

QUESTION #11

There were three secret characters in Mortal Kombat 4*, who was one of them?*

1 - Beast
2 - Death
3 - Kreep
4 - Meat

QUESTION #12

Raiden was an elder god before relinquishing his status to fight against the Deadly Alliance. Who else was an elder god?

1 - Vapor
2 - Shinnok
3 - Siang
4 - Shang Tsung

QUESTION #13

Kung Lao is a Shaolin Monk who is a member of the…?

1 - White Lotus Society
2 - Order of Light
3 - Iron Claw
4 - Path of Virtue

QUESTION #14

Prince Goro is a hybrid. It seems that he's half-man, but what is his other half?

1 - Dragon
2 - God
3 - Elemental
4 - Sacred Ape

QUESTION #15

In the 90's, a bunch of comics were published by which comic book publishing company?

1 - Variance
2 - Charisma
3 - Malibu
4 - Taliesin

QUESTION #16

Before relocating to Outworld, what was Kitana's homeworld?

1 - Earth
2 - Haboged
3 - Edenia
4 - Enemila

QUESTION #17

What's the origin of Ermac, the mysterious flame-ninja of the Mortal Kombat 3 Series*?*

1 - He is the arch-enemy of Rain and returned to defeat the ninja that allied with Shao Kahn.
2 - The souls of deceased Outworld warriors, used by Shao Kahn for tyranny, joined together to create an entirely new life force.
3 - Ermac won the Mortal Kombat in the Netherealm and was rewarded with the chance to fight in another Mortal Kombat.
4 - Ermac is Scorpion's brother, once thought dead, and has now returned to battle alongside the soul of his one, surviving relative.

QUESTION #18

If you only use a Low Kick (and don't use Block) on the stage prior to the "?" in Mortal Kombat II*, which secret character will you face next?*

1 - Jade
2 - Smoke
3 - Noob Saibot
4 - Robot Smoke

QUESTION #19

What mythological beast does Motaro most closely resemble?

1 - Unicorn
2 - Manticore
3 - Chimaera
4 - Centaur

QUESTION #20

Shinnok was released from his Netherealm prison by Quan Chi. Who was it that banished Shinnok there?

1 - Shao Kahn
2 - Reiko
3 - Raiden
4 - Kai

QUESTION #21

Pong*, the old arcade classic, was a playable mini-game in which game?*

1 - Mortal Kombat
2 - Mortal Kombat II
3 - Mortal Kombat 3
4 - Mortal Kombat 4

QUESTION #22

Animalities first made their appearance in Mortal Kombat 3*. What animal was* NOT *someone's animality?*

1 - Dinosaur
2 - Bunny
3 - Penguin
4 - Weasel

QUESTION #23

According to the Mortal Kombat II Official Magazine*, Johnny Cage's favorite color is…?*

1 - Azure Blue
2 - Gold
3 - Aqua
4 - Platinum

QUESTION #24

The Mortal Kombat Kard Game *was released in January 1996 by which publishing company?*

1 - Midway Publishing House
2 - Kombat Kreations
3 - BradyGames
4 - Ultimatum

QUESTION #25

Of the three robotic ninjas created by the Lin Kuei, which one threw a net?

1 - Smoke
2 - Cyrax
3 - Sektor
4 - Cyber

QUESTION #26

Which superhero did Boon and Tobias have in mind when they created Kabal?

1 - Batman
2 - Wolverine
3 - Flash
4 - Daredevil

QUESTION #27

In Sindel's ending in Mortal Kombat 3, *it was revealed that she wasn't really the reincarnated wife of Shao Kahn. What was her true king's name?*

1 - Helsin
2 - Jerrod
3 - Rickard
4 - Devon

QUESTION #28

Sheeva was the first four-armed kombatant that players could control in the arcade version of Mortal Kombat. *Who was the second?*

1 - Motaro
2 - Quarro
3 - Kintaro
4 - Goro

QUESTION #29

What is Fujin's title?

1 - God of Wind
2 - Warrior Monk
3 - Grandmaster
4 - Sorcerer Supreme

QUESTION #30

What classic Midway Arcade game made its way into Mortal Kombat 3*?*

1 - Joust
2 - Defender
3 - Galaga
4 - Robotron

LEGAL

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